

XBOX 360.

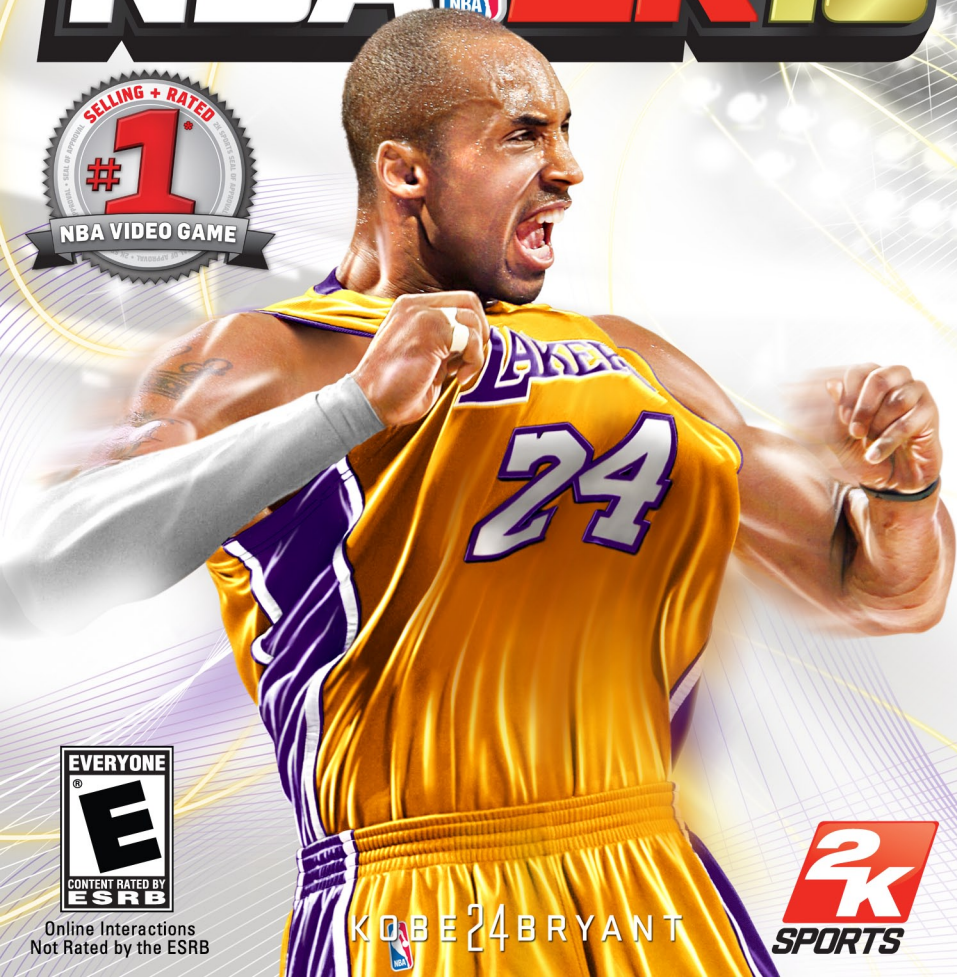
XBOX
LIVE

NTSC

2KSPORTS

1999-2009 TENTH ANNIVERSARY

NBA  2K10



Online Interactions
Not Rated by the ESRB

KOBE 24 BRYANT



WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



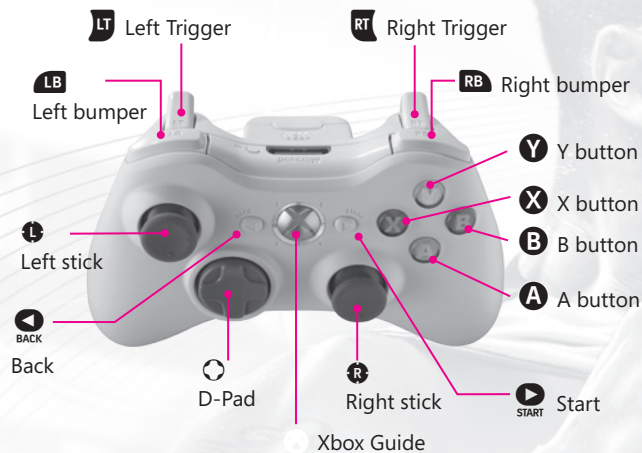
For more information, visit www.ESRB.org



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XBOX® 360 CONTROLLER



MENU CONTROLS

Navigate Menus	left stick
2K Nav Menu	right stick
Select option	A button
Return to previous menu	B button

GAME CONTROLS

NBA 2K10 offers alternate control schemes. These control tables list the default control scheme. You can change between the three control schemes via the Options menu. See the on-screen instructions for the different controls.

REGULAR CONTROL

OFFENSE	
Move player	left stick
Shot Stick	right stick
Pass	A button

Touch Pass	A button after pass, but before catch
Call for Slip Screen	B button (tap)
Pick & Roll	B button (press)
Shoot	X button (press)
Pump Fake	X button (tap)
Hopstep	Y button
Hopstep Away	left stick away from basket + Y
Rebound	Y button (when ball in the air)
Turbo	right trigger
Dual Player Control	left bumper
Icon Pass	right bumper
On the Fly Coaching	D-pad
Timeout	BACK
Pause	START

ADVANCED OFFENSE

Alley-oop	left trigger + A
Pick and Pop	left trigger + B
Hopstep Spin	right trigger + Y (with ball in hand)
Tip In	right trigger + Y (while jumping for rebound)
Putback Dunk or Layup	right trigger + Y
Directional Pump Fakes	X button (Tap)

DEFENSE

Move Player	left stick
Intense-D	left trigger (hold)
Cut-off / Steal	X button
Change Player	A button
Take Charge	B button (hold)
Steal	X button
Block / Rebound	Y button

Turbo	right trigger
Intentional Foul	BACK
Pause	START

SHOT STICK

Pump Fake	right stick (tap)
Jumpshot	right stick (while standing)
Fadeaway	left stick away from basket + right stick while standing
Runner	Run toward basket + right stick away from basket (between mid range and close distance)
Leaner	Run toward basket + right stick away from basket (between 3PT and mid range distance)
Drifter (Left or Right)	Run across basket + right stick in direction of player's movement
Layup Straight	Run toward the basket + right stick toward basket
Layup Left	Run toward the basket + right stick to left of basket
Layup Right	Run toward the basket + right stick to right of basket
Layup Reverse	Run toward the basket along baseline + right stick toward baseline
Basic Dunk	Run toward basket + right trigger (turbo) + right stick toward basket
Power Dunk	Run toward basket + right trigger (turbo) + right stick to right of basket
Flashy Dunk	Run toward basket + right trigger (turbo) + right stick to left of basket
Reverse Dunk	Run toward basket + right trigger (turbo) + right stick away from basket
360 Dunk	Run toward basket + right trigger (turbo) + right stick in a full circular motion

POST PLAY

OFFENSE	
Faceup	Move left stick away from the defender while engaged in the post with ball in both hands
Faceup Jumpshot	Faceup the post defender and then move the right stick to shoot
Jump Fade Left / Right	Move the right stick toward the player's left or right while engaged in the post further away from the basket,
Jump Hook Left / Right	Move the right stick toward the player's left or right while engaged in the post close to the basket
Shimmy Left	Quickly move the right stick toward the player's left while engaged in the post with ball in both hands
Shimmy Right	Quickly move the right stick toward the player's right while engaged in the post with ball in both hands
Pump Fake	Hold left trigger + move right stick toward the player's left or right while engaged in the post with ball in both hands
Up & Under	Perform a Pump Fake, then release left trigger and move right stick to the side you want to finish on
Dropstep	Move the left stick toward the baseline direction and press the right trigger while engaged in the post, dribbling or holding the ball with a live dribble
Stepthru	Move the left stick toward the paint and press the right trigger while engaged in the post, dribbling or holding the ball with a live dribble
Quick Spin	Move the left stick toward the player's left or right and press the left trigger while engaged in the post, dribbling or holding the ball with a live dribble
Pumpfake to Hopstep Spin (same side)	Perform a Pump Fake and press Y
DEFENSE	
Post Steal	Press X while engaged in the post
Post Take Charge	Press B while engaged in the post

DUAL PLAYER CONTROLS

Activate Dual Player Control	left bumper
Get Open	X
Postup	Y
Come off Screen	A
Set Screen	B

PICK CONTROLS

Pick and Roll	B
Pick and Pop	left trigger + B
Slip Screen	B (tap)

OFF BALL CONTROLS

POST PLAY OFFENSE

Post Up Engage	Press and hold left trigger with back to defender
Push Into Defender	Move left stick into defender while facing defender
Fight for Position	left trigger + push left stick into the defender while engaged in the post
Aggressive Lunge Back	left trigger + right trigger while engaged in the post
Ward Off Post Deny	left trigger + left stick toward direction of deny attempt while being denied by defender in the post
Spinning Out for Lob	Release left trigger + left stick to left or right of the defender while engaged in the post

POST PLAY DEFENSE

Engage Offensive Player	left trigger while next to an offensive player in the post
Fight for Position	left trigger + left stick toward defender while engaged in the post
Deny Post	left trigger + left stick left or right of opponent while engaged in the post
Front Post	left trigger + left stick toward offensive player while engaged in the post

Flop	left trigger + B after a Lunge move by the opponent while engaged in the post
Steal Post Entry Pass	left trigger + X when ball handler passes to the player you are guarding while engaged in the post

PERIMETER OFFENSE

Pick Control	Hold B and move left stick to adjust your player's pick direction
Push Into Defender	left stick into the defender
Push off Defender	left stick away from the defender while pushing into defender
Swim Around Defender	left stick diagonally to the left or right of the defender while pushing into defender
Spin Around Defender	right trigger + left stick diagonally to the left or right of the defender while pushing into defender
Seal Defender	left trigger while next to a defender in the perimeter (Sealing allows for an easier catch)
Aggressive Lunge Back	Pull right trigger while sealing a defender

PERIMETER DEFENSE

Deny Ball	Move right stick toward nearby offensive player
Grab Player	left trigger while next to an offensive player
Flop	B after a Lunge move by the opponent

Iso-MOTION

Change ball hand	Tap left stick toward non-ball hand while standing
Sizeup	left trigger while standing
Hesitation	right trigger while standing
Crossover	left trigger + left stick toward the non-ball hand
Double Cross	left trigger + left stick toward the non-ball hand and then back to the ball hand direction
Spin	left trigger + move left stick in a half-circle, from the ball hand to the opposite hand around the back

Behind Back	left trigger + right trigger + rotate left stick in a half-circle, from the ball hand to the opposite hand around the back
Stepback	left trigger + move left stick away from the player's movement direction
Stepback and Go	left trigger + move left stick away from the player's movement direction, then back to the initial direction
Half Spin	left trigger + right trigger + move left stick away from the player's movement direction
Quick Hesitation/Stepout	left trigger + right trigger while moving
In and Out	left trigger + right trigger while moving + move left stick toward opposite ball hand then back to ball hand
Hesitation Cross	left trigger + right trigger while moving + move left stick toward the opposite ball hand

ON THE FLY COACHING

Basketball is a fast moving game and you need to deploy your strategies in real time. Use the **D-pad** to bring up the On the Fly Coaching menu and get your team ready to go.

CONTROL	OFFENSE	DEFENSE
D-Pad UP	OTFC Heat Check	OTFC Player Matchups
D-Pad RIGHT	OTFC Off. Plays	OTFC Defensive Sets
D-Pad LEFT	OTFC Coaching Settings	OTFC Coaching Settings
D-Pad DOWN	OTFC Substitutions	OTFC Substitutions
BACK	Timeout	Intentional Foul
START	Pause	Pause

CREATING PROFILES

Once the game loads, you will be at the NBA 2K10 Title Screen. Press **START** to head to the Quick Game screen. If this is the first time you have turned on NBA 2K10, the game will prompt you to enter a profile.

CREATE A PROFILE

NBA 2K10 uses a profile to track stats, trophies, and progress through the game. To create a profile, use the **left stick** or the **D-Pad** to highlight the letters on the keyboard and press the **A button** to select each letter.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

MAIN MENU

Once the game is loaded and your profile is created, you will find yourself at the Quick Game screen. If you are connected to Xbox LIVE, you will be taken to the NBA Today screen. Use the **right stick** to bring up the Main Menu.

Quick Game – Setup a Quick Game and head on out to the court. Two teams are set up on screen for you to square off with. Use the **left trigger / right trigger** to cycle through the available teams for the quick match. Use the **left bumper / right bumper** to cycle through the available uniforms for the selected teams.

Load / Save – Load / Save settings, profiles, rosters, sliders, and defaults.

Game Modes – Play a game on the NBA Blacktop, compete in the Association, start up a Season, lead your team in the Playoffs, play in the Rookie Challenge, Practice your moves, join and play in an Online League, or set up a Situation.

Team-Up – You and your friends can now form a Crew (an online club team) with your created players from My Player mode or as an actual NBA team. Your Crew can then head online to challenge other Crews to earn bragging rights, and even tournament trophies. All Crews will be fully ranked with all vital stats tracked via a robust online tracking system so that you can easily see how your Crew stacks up against the competition.

Options – Customize the gameplay, rules, presentation settings, manage rosters, and controller setup.

My Player – Travel the path of an NBA player – from Summer Circuits to NBA Training Camps, the NBA Development League and ultimately the roster of an NBA franchise.

Features – Check out the Leaderboards, view your stats in My NBA, configure the 2K Sports Ticker, view the Trophy Room, adjust the in game music with 2K Beats, get additional content via the Xbox LIVE Marketplace, share created players, rosters, draft classes and slider settings via 2K Share, or make highlights via 2K Reelmaker.

GAME FEATURES

MY PLAYER MODE

Create the ultimate NBA player and guide his every career move. Start as an undrafted rookie in the Summer Circuit; work hard enough and you may get an invite to participate in an NBA team's training camp, or you may end up in the D-League. The road to being an NBA star is a long and hard battle.

CREWS

Round up your friends and build the ultimate squad, using NBA players or your own custom shooters from My Player mode. Then go online and battle other Crews for bragging rights and trophies as you try to climb your way to the top of the Crew leaderboard rankings.

SEAMLESS ONLINE INTEGRATION

NBA 2K10's new ubiquitous online system does away with switching back and forth between online and offline game modes. Now, when you start a game, you can select an AI opponent, play friends in the same room, and host or join a game on Xbox LIVE featuring up to 10 players.

Please note that all described online features are scheduled to be available until **November 2010**, though we reserve the right to modify or discontinue online features on 30 days notice. Check www.2ksports.com/serverstatus for details.

LIVING ROSTERS

The 2K Insider and his team of NBA analysts continue to keep NBA 2K10 fresh with up-to-date team and player information, including roster and lineup moves, trades, injuries and player ratings. Track all of the changes through the season with interactive menus and analysis.

SIGNATURE PLAY

The NBA 2K series has had Signature Style, but for this year you get the all new SIGNATURE PLAY. All of the components of NBA 2K's Signature Style features come together so that NBA 2K10's teams play like their real life counterparts.

While individual players get even more Signature Style this year, the NBA teams get Signature Play –the macro version of Signature Style. New Signature Tendencies combine with an unrivaled expansion of Signature Style animations in the 2K series to deliver the most authentic NBA experience around. Signature Styles are now also individually customizable to allow users to truly create their own personal NBA experience.

NBA TODAY

NBA Today means no more stale commentary. This innovative, real-time service delivers dynamic audio & visual presentations based upon real-world data, including live league news, NBA scores, and even play-by-play commentary details that mirror the ongoing NBA season. NBA fans preview AND play the NBA's daily scheduled match-ups to determine the outcome of the game before it even happens!

PAUSE MENU

Press **START** during the game to bring up the Pause Menu.

Resume – Get back into the game.

Replay – View the replay of the exciting action on the court.

Coaching – Make substitutions, look at player match-ups, call for double teams / pressure D, edit settings, and review your playbook.

Game Stats – See the Team Stats, Box Score, Gametrack, and check out injuries.

Options – Adjust the camera, switch sides, change the gameplay, My NBA options, presentation, NBA Rules, or view the Controller Setup.

Quit – Quit the game to the Main Menu or start the game over with a quick rematch.

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www.2ksports.com/info/contact

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Phone: 1-866-219-9839

Email: techsupport@2ksports.com

CANADIAN SUPPORT

Phone: 1-800-638-0127

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MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. 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 shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). Both parties consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. The parties 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 LICENSE, YOU MAY CONTACT IN WRITING TAKE-TWO INTERACTIVE SOFTWARE, INC. 622 BROADWAY, NEW YORK, NY 10012.

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