Online Manual – NBA 2K9

Dunk Contest

How to Dunk
Use the [Left Analog Stick] to move your player around the court.

There are three parts to dunking:
1 - Dunk Gather
2 - In-Air Style
3 - Dunk Release

Dunk Gather
Begin moving your player towards the basket by using the [Left Analog Stick]. As the player gets within takeoff distance, move the [Right Analog Stick] in any direction to begin your gather. The player will then begin to take off towards the basket.

*Dunk gathers require the player to be a certain distance from the rim. If you are too close or too far when performing a gather, the player will not jump up for the dunk. Pay attention to the bar at the bottom of the screen for feedback when you fail to perform a gather and adjust accordingly for your next dunk attempt. Some dunk gathers require you begin the move farther out from the basket than normal. Play around with distances to find the best takeoff spot.

In-Air Style
As soon as the player is performing the gather, quickly move the [Right Analog Stick] again to perform the In-Air Style. The In-Air Style dictates the type of dunk the player will perform. Simple dunks can be pulled off by just moving the [Right Analog Stick] in a direction, while other more complex dunks are done by rotating the [Right Analog Stick] in half or full-circle motions.

*View the Dunk List to see the different dunk commands available

Dunk Release
To finish off the dunk, you must now time your dunk release. After you have successfully pulled off the In-Air Style, you will see a meter appear next to your player while he is performing the dunk. As the meter begins to fill up, press [RT] to stop it within the shaded window. If you time it right, the dunk will be successful. If you are early or late, the dunk will fail.

*The harder the dunks, the smaller the timing window will be.

Alley-oops
For a flashier dunk, you can throw an alley-oop to yourself. To do so, move your player away from the basket so that you have enough space to catch the alley-oop and perform the dunk. Press [A] to lob the ball for the alley-oop. As the ball is released, move the [Left Analog Stick] to run after the ball. Perform the same command for the Gather and In-Air Style normally to complete the dunk.

There are various alley-oop styles available. Move the [Left Analog Stick] in different directions as you press [A].

Props
Use props to increase the difficulty level of you drunk and in turn earn more points for successful dunks!

Press [Y] to bring up the Props menu. Use [LT] and [RT] to toggle through the props available. Press [LB] or [RB] to select where you would like to place the chosen prop. Press [A] to confirm and place the prop on the court.

If you would like to remove a prop, bring up the Props menu by pressing [Y] and then press [B].

Dunk List
You can view the Dunk List by pressing [X] to bring up the Help window.

Practice Plays

Sharpen up your play calling inside Practice Plays mode (go to Main Menu -> Game Modes -> Practice -> Plays). Here, you can run plays from any team's playbook over and over, against any or no defense. You will be aided by PlayVision, NBA 2K9's on-court play diagram, as you go through each step in the play.

Need to find a way how to shut down a particular play on the defensive end? No problem. You can easily switch to defense and practice on the other side of the ball.

Practice Options
At any point during practice, you can press [Back] to bring up the Practice Options. Select any of the following options below by pressing [A].

Begin / Restart
After you have made your changes in Practice Options, select this option to confirm and return to practice.

Change Offense
By default, offensive plays are chosen at Random from the team's playbook. Select this option if you would like to run a specific play over and over. You can also switch to another team's playbook by pressing [LT] [RT].

Change Defense
By default, you will practice plays with only the offensive team on the court. If you wish to practice against a defense, select this option. A dropdown list will appear. Select Random if you want the defense to

Demo Play
Watch the CPU run the current play selected. To regain control of the players, bring up Practice Options and select Begin / Restart.

Flip Teams
Switches the role of the offensive and defensive team. If you are currently on offense and would like your team to be on defense, select this option. Select this option again to get back on offense.

Show Help
Press [X] to bring up the Help pop-up. You will find detailed explanations of what each PlayVision diagram means.

Press [X] once again to dismiss the Help pop-up.

Running Plays
You can begin running the play by following the PlayVision diagrams on the court. After successfully completing a given step, PlayVision will automatically update to show you the next step in the play.

"Broken Play"
If you do not follow the current step in the play, it is considered to be a broken play and you can no longer continue. You will see a message appear at the top of the screen: *"Broken Play!"* To run the same play again, simply shoot the ball. You may also restart the play by entering Practice Options and selecting Begin/Restart.

"Play Complete"
When you have reached the very last step in the play, a *"Play Complete"* message will appear on screen. At this point you may shoot the ball to finish the play.

<u>Coach's Clipboard</u>
The Coach's Clipboard is a timeout feature for NBA 2K9. It allows you to set new strategies and change settings during the timeout huddle. During a human vs. human match, both users can simultaneously control their Coach Clipboard panels.

Calling a Timeout
When you call a timeout by pressing [Back], you can select whether to call either a 20 Second or a Full timeout. Highlight the timeout type you wish to call using the [Left Analog Stick] and then press [A].

If only one timeout type is available, it will automatically be selected for you. For instance, if you no longer have a 20 Second timeout, a Full timeout will be called after you press [Back].

There are multiple panels (or pages) in the Coach's Clipboard. To toggle between each panel, press [LT] or [RT].

Gatorade Recommended Subs

When Substitution is set to Auto, Recommended Subs will take care of all your substitutions for you. If you would like to manually substitute players, you may override this by setting your own substitutions in this panel. Simply select the player you would like to swap by pressing [A] (you will see a checkmark next to that player), then select another player to swap with by pressing [A] again on the second player.

Situational substitution is also available. You can easily bring in your 3-point shooters, best defenders, bench players, etc. by pressing [LB] or [RB].

Coach Settings

You can change your slider settings by using the [Left Analog Stick]. Move the [Left Analog Stick] left/right to increase/decrease the sliders. Scroll through each slider by moving the [Left Analog Stick] up/down.

Matchups

The Matchups panel allows you to change current defensive assignments for players on the court. To change a matchup, simply select the first player you would like to switch assignments by pressing [A] (a checkmark will appear next to his name), and then select the second player to swap.

Double Team / Pressure

You can easily set your team's double team and defensive pressure strategy on this panel. Simply highlight the opposing player and column you wish to set strategies for: DT (Double Team) and PRS (Pressure). Press [A] or [Y] to toggle between different strategy settings.

Point of Emphasis

Point of Emphasis gives your team a short performance boost in a specific area. You will receive 2 Points of Emphasis per quarter and another in each overtime period. You activate a Point of Emphasis by highlighting the desired option and pressing [A].

Shot Selection – Increases Offensive Awareness attribute
Rebounding – Increases team offensive and defensive rebounding attributes
Ball Control – Increases Ball Handling and Pass attributes
Defense – Increases defensive attributes (Defensive Awareness, On-ball Defense, Low Post Defense, Steal, and Block)

Only one Point of Emphasis can be activated at a given time. While the Duration meter is still counting down, the focus remains on that Point of Emphasis and cannot be turned off or moved to a different one. You may select a new Point of Emphasis when there is no longer an active one.

Coaching

Player Matchups
This screen allows you to set your matchup strategies against the opposing team. You can modify the

On-Court Matchup
You will notice 5 rows with checkboxes. The Player and Matchup column shows you the current players on the court and who they are matched up against on defense. If you would like to change a defensive assignment, simply highlight the checkbox for that player and press [A]. The checkbox will now have a check on it. Highlight another player's checkbox and press [A] again to switch their matchups.

Preferred Matchup
The Preferred Matchup allows you to select which defender you would like to always guard an opposing player whenever that player is on the court. By setting this column, it allows your preferred matchups to remain if and when the opposing player moves to a different position later on in the game (i.e. from PG to SG position).

You can also use Preferred Matchup to plan ahead when the opposing team's bench players come in to the game. Simply highlight the row of the opposing player and then press [A] or [Y] to set which player on your team will be matched up with that player when they come in.

Press [A] or [Y] to toggle between your players. Leave this column on AUTO to let the game set the best matchups for you.

Double / Pressure
This screen allows you to set defensive strategies against each player on the opposing team. You can set the double team strategy and the defensive pressure:

Double Team
Auto – Let the CPU decide when to double team.
Never – Never double team the opposing player at any point in the game.
In the Post – Only double team when the opposing player is in the post.
Always – Opposing player will always be double teamed whenever he has the ball.

Pressure
Auto – Let the CPU decide defensive pressure
Sag Off – Opposing player is given more space by the defender. This is generally used against a poor outside shooter or a good penetrating guard.
Play Tight – Opposing player is defended closely to prevent easy shots from outside.
Deny Ball – The main goal of the defender is to prevent easy passes from reaching the opposing player.

Settings

Coach Mode – Turn this setting ON to allow the CPU to control all of your players and play the role of the coach. Using On-The-Fly-Coaching, you can call plays, change strategies, and perform substitutions.

Timeout – When set to Auto, the CPU will call a timeout for you when needed. Change this setting to Manual if you would timeouts to be user-controlled.

Substitution - When set to Auto, the CPU will perform substitutions when needed. Change this setting to Manual if you would timeouts to be user-controlled.

Substitution Method - When set to Rotation, substitutions will be made so that players receive the correct amount of minutes based on the team's rotation. Fatigue means that players will be subbed out when their energy drops below a certain limit.

PlayVision – When set to Show All, you will always see court diagrams when a play is called. Change this to User Plays Only if you only wish to see court diagrams for user-called plays. Set it to OFF if you do not wish to see PlayVision.

Who To Guard – The Who To Guard indicator lets you know which opposing player you are supposed to be guarding on defense. Change this setting to OFF if you do not want to see the indicator.

Playcall Messages – When set to Show All, an overlay will appear on screen that displays the name of the play (offense and defense) your team is running. Change this to User Plays Only if you only wish to see the overlay for user-called plays.

Offense Playcalling – When set to Manual, the user calls all of the plays on offense. Change this setting to Auto if you wish to allow the CPU to call plays for you.

Defense Playcalling – When set to Manual, the user calls all of the plays on defense. Change this setting to Auto if you wish to allow the CPU to call plays for you.

Late Game Fouling – When the game comes down to the wire your team might need to intentional foul to keep the game within reach. When set to Auto, the CPU will call for an intentional foul for you when necessary. Change this setting to Manual if you prefer to have control on intentional fouls.

Coach Profiles

Use the Coach Profile screen to change your team strategy. You can modify the following sliders by move the [Left Analog Stick] left or right:

Offensive Tempo – The slider determines how much time the offense takes before taking a shot. Some teams for example play in a more up-tempo where they take more shots per game and do not use most of the shot clock before shooting (high tempo). Others, on the other hand, like to set up their plays and take their time (low tempo).

Defensive Pressure – Defensive Pressure dictates how loose or how tight your players should play their man on defense. 100 means they are playing Tight (as close to their assigned man as possible) while closer to 0 means they are Sagging Off (creating more space between the player and their assigned man). When a player is assigned an Auto setting on defense (Coaching -> Double/Pressure), they will use the Defensive Pressure slider setting. Otherwise, the manual setting will be used instead.

Help Defense – This slider controls how often you want your players to commit to leaving their man to assist a teammate when the ballhandler clearly has beaten the defender. Increasing this slider means that you always want your players to help out (downside: leaves their man wide open for a pass). By decreasing the slider, your players will not provide help and stay with their man.

Fast Break - Increasing the slider means that you want players running down the court for a fastbreak. The drawback here is that you will not have as many players to grab the defensive rebound or box out. Decreasing the slider means that players remain on the same side of the court (still on defense), and box out if possible to try to get the defensive rebound.

Crash Boards - When the slider is increased, you are telling your players to collapse and attempt to get the offensive rebound. The more players you have close to the basket when the shot is taken, the greater your chance in getting an offensive rebound. Decreasing the slider does the opposite. Your players will immediately take off and get back on defense (not worrying about grabbing an offensive rebound), preventing the opposing team from fast breaking.

Run Plays - This slider controls how often the team will run a play. Increase the slider if you would like to run more plays.

Zone Usage – This slider controls how often the team uses zone defense. Increasing the slider will cause the team to use zone more often. Decreasing the slider means that they will use man-to-man defense more.

Take Close Shots - This slider controls how often your CPU teammates will take Close shots. Increasing it means they will take more, decreasing means they will take less. This affect the individual player's Close Tendency.

Take Mid-Range Shots - This slider controls how often your CPU teammates will take Mid-Range shots. Increasing it means they will take more, decreasing means they will take less. This affect the individual player's Midrange Tendency.

Take 3PT Shots - This slider controls how often your CPU teammates will take 3PT shots. Increasing it means they will take more, decreasing means they will take less. This affects the individual player's 3PT Tendency.

Attack the Basket – This slider dictates how often your CPU teammates will attack the basket for either a layup or dunk. Increasing it means they will take more, decreasing means they will take less. This affects the individual player's Drive Tendency.

Game Sliders

Game Sliders are global sliders that affect all teams in the game.

Offense

Close Shot Success
This controls the probability of shots going in taken from close range.

*Setting this to 100 does *not* guarantee that all shots will go in.

Mid-Range Success
This controls the probability of shots going in taken from mid-range.

*Setting this to 100 does *not* guarantee that all shots will go in.

3PT Success
This controls the probability of shots going in taken from 3PT.

*Setting this to 100 does *not* guarantee that all shots will go in.

Layup Success
This controls the likelihood of layups going in. Increasing the slider increases the chance, decreasing it lowers the chance.

Dunk Success
This controls the likelihood of dunks going in. Increasing the slider will result in more dunks being successful. Decreasing lessens the chance.

Dunks in Traffic
A dunk is considered to be 'in traffic' if there are defenders nearby. When a dunk is considered to be in traffic, this slider is used to determine its chance of going in.

* If Dunk Success is set to 0, Dunks in Traffic will be useless. You will not make any dunks at all.

Screen Success
When a teammate sets a screen for the ballhandler, the Screen Success slider determines how often the defender will be able to get through. Either one of two things can happen: the

defender will be screened and will bump into the screener, or the defender will go around the screener.

Increasing the slider means that screens are successful more often. Decreasing the slider will result in the defender being screened more often.

Defense

Steal Success
Steal attempts have a much more probability of success when the slider is increased. It will be more difficult to steal if the slider is decreased.

Help Defense Strength
This slider is used for situations such as where a teammate's man is driving to the hoop and has beaten the defender. A nearby player must now leave their man and move to a position in front of the ballhandler and stop the drive.

Increasing the slider means that help will come faster. Lowering the slider means reaction will be delayed and help will take longer (defender stays with their man and does not help).

*The slider is also used in any part of the court, not just layups and drives.

Attributes

Attribute sliders are directly tied to the player's individual attribute ratings. Increasing or decreasing these sliders will affect the player's ability in the respected attribute. For instance, if the Stealing attribute was increased to 100, players will receive a positive boost to their Steal attribute.

Attribute sliders work by increasing/decreasing each player's attribute rating by a certain amount based on the value set by the user. When the slider is left at 50 (default), this means that players neither get a boost or a reduction in their rating.

Stealing
This attribute determines how good the player is at stealing and how successful steal attempts are with that player.

Blocking
This is the player's ability at blocking shots.

Ball Handling
This attribute determines how successful the player can be when attempting to execute an isomotion move. This also affects how well the player is at protecting the ball (i.e. chance of getting the ball stolen).

Dunking Ability
This attribute is tied to dunk success and the player's ability to dunk in traffic.

Offensive Awareness
This attribute factors into player reaction during various events such as loose balls and double teams.

Defensive Awareness
Used for help defense when the player picks up the ballhandler to help out a teammate.

Offensive Rebounding
This attribute determines the player's ability to grab offensive rebounds.

Defensive Rebounding
This attribute determines the player's ability to grab defensive rebounds.

Clutch Factor
Clutch Factor only kicks in during late game situations. It gives the player a boost in other attributes late in the game if their Clutch Factor is high enough.

Speed
This attribute controls how fast the player can run at full speed (sprint).

Strength
Strength factors into post offense and post defense. It determines how successful the player will be when backing someone down.

Stamina
This attribute affects player fatigue rate during a game. Players lose energy during the game and their Stamina rating controls how fast they lose that energy. Increasing the slider will lower the rate of fatigue (they don't get tired as fast). Decreasing it will get them tired quicker.

Durability
This attribute controls the likelihood a player is to get injured during a game. Lowering the slider makes the player more vulnerable to injury. Increasing the slider lowers or eliminates any chance of injury.

Vertical
This is the player's attribute for vertical leaping. It controls how high they can get off the ground for rebounds, blocks, and jump balls.

Quickness
This affects the player's agility when moving around the court.

Hustle
Higher Hustle attribute equates to the player more likely to dive for balls (loose balls).

Hands
This affects the player's ability to catch the ball inside traffic.

On-Ball Defense
This attribute affects the player's ability to guard the ballhandler. When the ballhandler uses isomotion, this ability is used to determine how well your player reacts to isomotion moves.

Injury Severity
This controls the severity of the injury that happens on the player when an injury takes place (i.e. out for 1 day, out for 30 days, etc). The higher the slider is, the higher the likelihood of worse injuries occurring.

Tendencies

Take Close Shots - This slider controls how often your CPU teammates will take Close shots. Increasing it means they will take more, decreasing means they will take less. This affect the individual player's Close Tendency.

Take Mid-Range Shots - This slider controls how often your CPU teammates will take Mid-Range shots. Increasing it means they will take more, decreasing means they will take less. This affect the individual player's Midrange Tendency.

Take 3PT Shots - This slider controls how often your CPU teammates will take 3PT shots. Increasing it means they will take more, decreasing means they will take less. This affects the individual player's 3PT Tendency.

Attack the Basket – This slider dictates how often your CPU teammates will attack the basket for either a layup or dunk. Increasing it means they will take more, decreasing means they will take less. This affects the individual player's Drive Tendency.

Finish Strong Inside
This increases or decreases each individual player's Dunk Tendency rating. Increasing it means they will try to dunk the ball more often when near the basket.

Look for Post Players
This increases or decreases each individual player's Back To Basket Tendency. This tendency tells the player to utilize the post and back down their opponent and use post moves to create shots.

Use Triple Threat
This slider control each individual player's Triple Threat Tendency. It affects how often a player will utilize triple threat moves when they have the ball.

Use Fadeaways
This slider affect each player's Fadeaway Tendency. Increasing the slider tells the player to take more fadeaway shots.

Use Hookshots
This slider affect each player's Hook Shot Tendency. Increasing the slider tells the player to take more hook shots.

Attempt Putbacks
This slider affect each player's Putback Tendency. Increasing the slider tells the player to quickly attempt to tip the ball, or a putback (dunk or layup), after getting an offensive rebound.

Throw Flashy Passes
This slider affect each player's Flashy Pass Tendency. Increasing the slider means that players will throw more flashy passes.

Commit Fouls
This slider affects how often you would see a foul in game (shooting, reaching, charge, etc.) Increasing the slider will increase the chances of a foul being called is higher.

Play Passing Lanes
This slider affect each player's Pass Interception Tendency. Increasing the slider means that the player will take more chances in attempting a steal by playing the passing lane. They will jump at the ball more often when they are near the passing lane.

Go For On-Ball Steals
This slider affect each player's On-Ball Steal Tendency. Increasing the slider means that the player will swipe at the ball more often. This has a downside, however, as you are more likely to be called for reaching fouls.

Contest Shots
This slider affect each player's Contested Shot Tendency. Increasing the slider means that the player will jump up to challenge a shot more often. The downside to this is that you can get called for more shooting fouls.

Use Sizeup Moves
This slider is mostly for CPU player. It controls how much in between the leg dribbles (fancy dribbles) players will perform when standing idle. You might see this on user-controlled players as well, but not as often.

<u>Game Controls</u>

Double Teaming
While playing on-ball defense, you can call a teammate to double team the ballhandler by pressing or holding [LB]. When you press or hold [LB], a teammate will begin moving towards the ballhandler for the double team.

You can cancel out of the double team at any point by pressing [LB] again or releasing [LB] (if it was a hold) -- this will cause the teammate to return back to his assigned man. Use this to your advantage by faking to show a double team in certain situations.