U.NUS-NCKE-USA

INSTRUCTION BOOKLET

NBA COURTSIDE 2
Featuring
KOBE BRYANT

NINTENDO 64
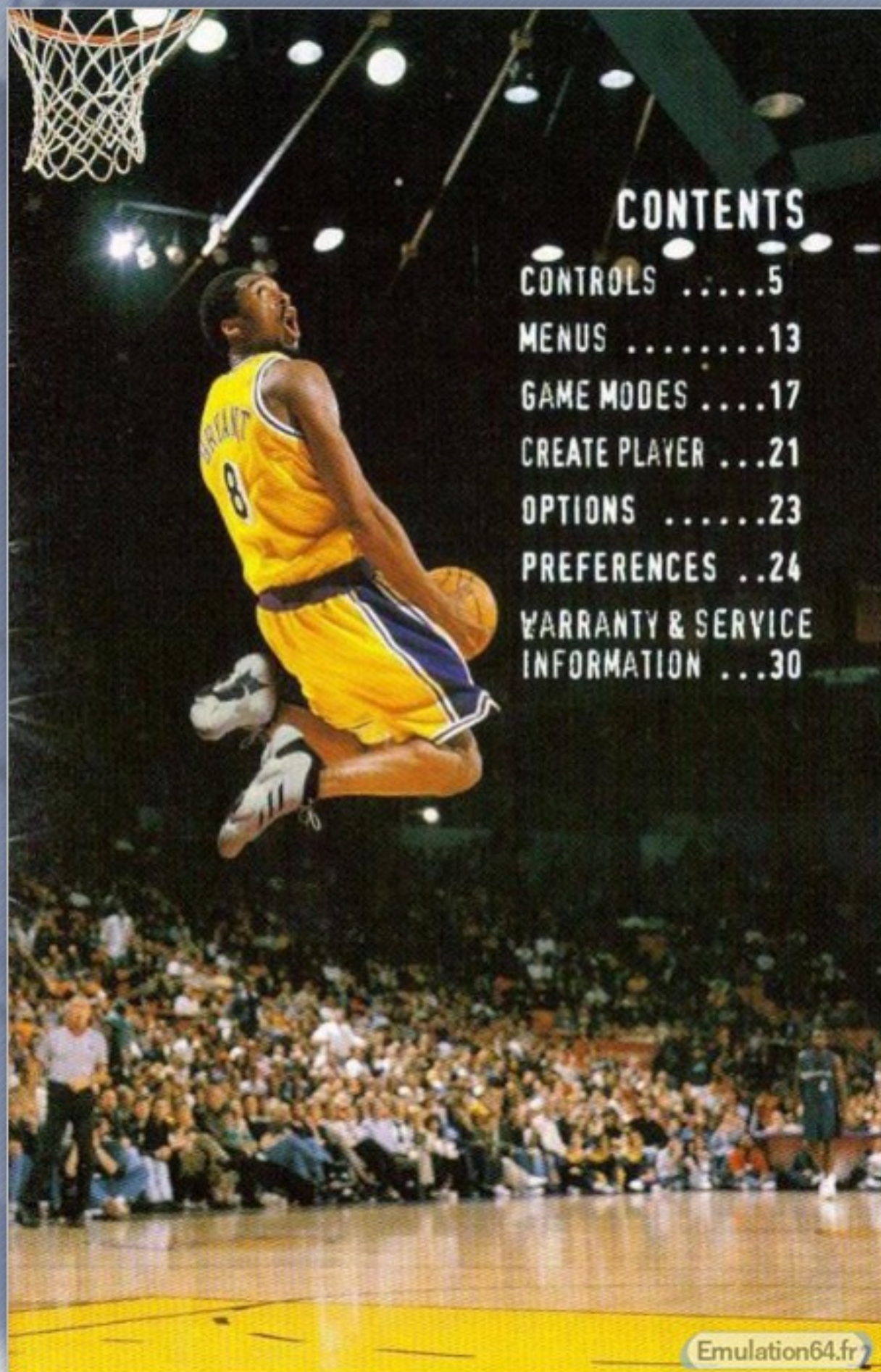
CONTENTS

ABOUT THE CONTROLLER

The Nintendo® 64 Controller

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional ✚ Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

Holding the Nintendo 64 Controller

While playing NBA Courtside2 Featuring Kobe Bryant, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the + Control Pad freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Connecting the Nintendo 64 Controller

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers in order to play the two-, three-, or four-player game modes.

CONTROLS

TURBO

Turbo – In NBA Courtside 2 Featuring Kobe Bryant, Turbo represents more than just a burst of speed. Turbo represents an amount of energy that each player has for: 1) speed bursts; 2) attempting to steal the ball (so you can't just swipe at the ball repeatedly); and 3) special dribble moves. Each player has a **Turbo Bar** that displays how much Turbo is available for the player to use. Every time that you use a speed burst, attempt a steal, or perform a special dribble, the Turbo Bar will go down accordingly. As you rest, the energy will return. As you fatigue (if fatigue is on) throughout the game, the maximum amount of Turbo available will go down, until you rest up sufficiently on the bench to replenish all of it. The amount of Turbo that each player has, and the speed with which it depletes, corresponds to his Stamina.
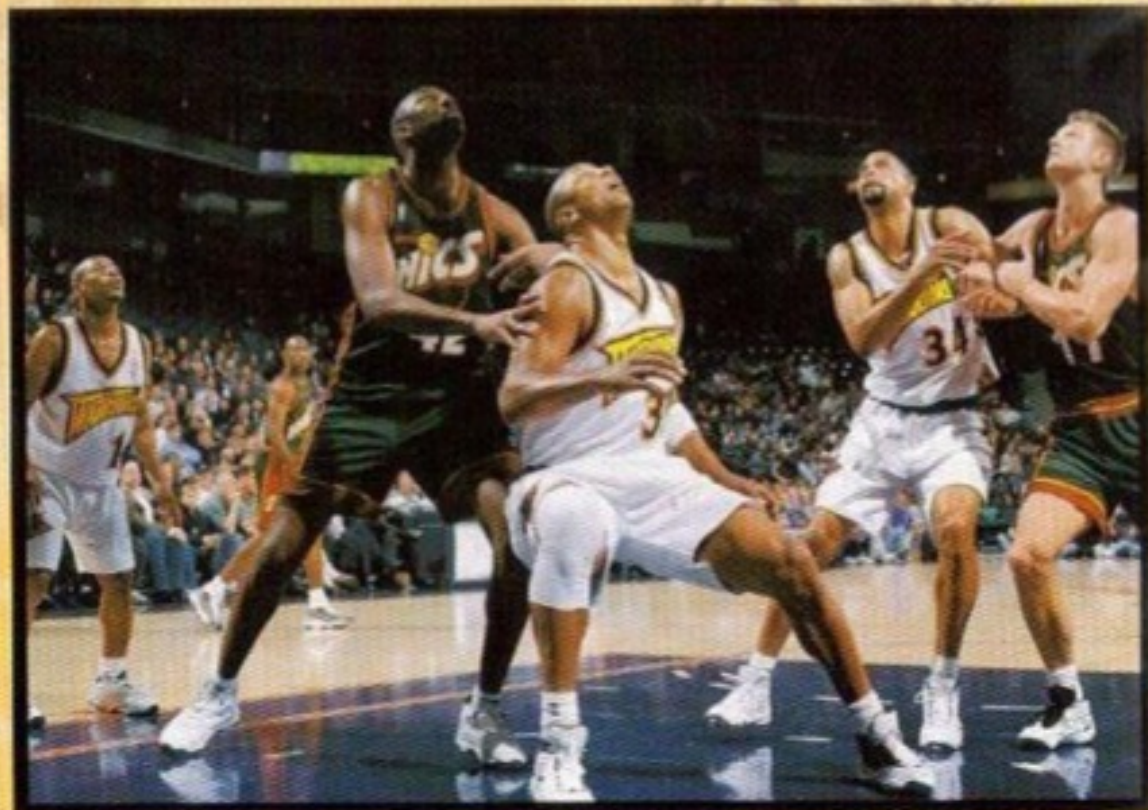
OFFENSE CONTROLS

A BUTTON

Passes: You will pass to the player with four little arrows underneath him. To change the player that you are passing to, just push the Control Stick in the direction of the player that you want to pass to and make sure that the arrows appear under him before you pass. Push the Control Stick a little for a close pass and a lot for a farther pass.

Hold A BUTTON

Initiates a give-and-go: Press and hold the A Button while pushing the Control Stick in the direction of the player that you want to have receive the pass. After the ball has been passed, continue holding the A Button until you want that player to pass it back to you. When you are ready to get the pass back, release the A Button. After you pass the ball you maintain control of the player that passed it.

B Button

Shoots: Press the B Button, hold it, and release at the top of the player's jump. Releasing at the top of the jump will maximize the chance of the shot going in. It is also important to remember that shooting with a defender on you will lower your chances of hitting the shot. Shooting a wide open jumper will greatly increase your chances of hitting a shot.

Tap R Button	Performs a spin move.
Hold R Button	Backs the player down into the low post. This causes the player to move more slowly. However, the ball is better protected as you enter the low post.
Tap B Button	Head fakes, or up fakes.
Left C Button	While standing, it performs a quick first-step move.
Left C Button	While running, it performs a special dribble move.

C Down Button	Crossover dribbles while standing still, and switches hands while running. This allows you to keep the ball away from the defense better and minimize the chances of having the ball stolen.
Tap C Right Button	Calls for a pick.
Hold C Right Button and release	Highlighted player cuts to the hoop. The player with the four arrows under him will head for the hoop as soon as you release the Right C Button.
C Up Button	Passes to the player closest to the hoop, or throws an alley-oop.
Tap Z Button	Activates the passing icons.
Hold Z Button	Turbo: Speed burst that makes the player run faster. It fatigues the player to use Turbo, and uses up the available Turbo for Stealing, Speed Bursts and Special Dribble Moves.
+ Control Pad	Call the first four on-the-fly play-calling plays. Holding the L Button and pressing the + Control Pad brings up a second set of 4 plays. Press START during a game to bring up the Team Settings menu, and go to Offensive Sets to set your plays.

In The Post (while holding the R Button)

C Left Button   Makes a post fake move.

Holding the Control Stick towards the hoop while holding R Button, and then releasing the R Button will attempt a roll off move.

B Button   Shoots a post shot.

Tap B Button   Up fake. Tap a second time and the player will attempt an up-and-under move.

DEFENSE CONTROLS

A Button	Attempts a steal.
B Button	Blocks, rebounds and jumps.
C Down Button	Switches to the defender closest to the ball.
C Up Button	Switches to the defender closest to the hoop.
Hold C Right Button	Intentionally fouls. This is helpful at the end of the game, if you are down by a few points and have to foul to save the clock.
R Button	Allows the player shuffle backward against a back-down move. Holding the R Button while pushing the Control Stick in a backwards direction will allow the defender to back pedal, instead of having to turn and run. Pressing the A Button to attempt a steal while backing up is a more controlled steal attempt than just swiping at the ball with the A Button as a player goes by. When the ball-handler shoots the ball, your defender automatically swings around to box out the shooter from getting the rebound, and you are less likely to commit a foul.

Special 2-Player Controls (Without the ball)

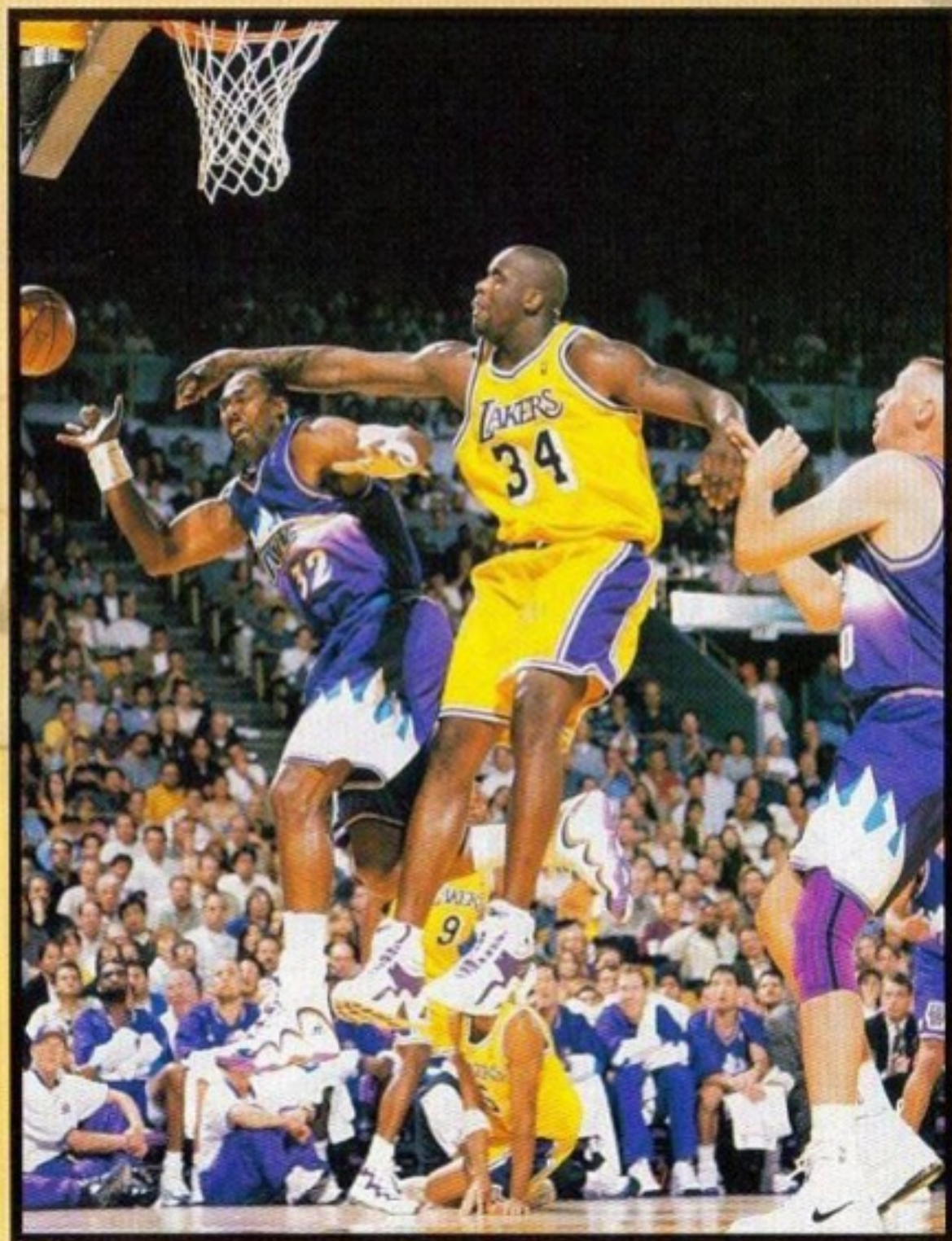|	
A Button	Calls for the ball.
B Button	Jumps.
R Button	Backs down the defender.
C Left Button	Gets open, or battles in the post.
Hold R Button	Sets a pick.

All other controls are the same as with the one-player game.

ROOKIE MODE CONTROLS

This is a control mode that you can choose when you get to the Controller Select screen. You will have the option of choosing between Pro and Rookie. This mode is VERY HELPFUL FOR BEGINNERS. Also, plays are called automatically by the computer for you.

OFFENSE

A Button	Passes.
B Button	Shoots: Press the B Button, hold it, and then release at the top of the player's jump. Releasing at the top of the jump will maximize the chance of the shot going in. It is also important to remember that shooting with a defender on you will lower your chances of hitting the shot. Shooting a wide open jumper will greatly increase your chances of hitting a shot.
Z Button	Turbo.
C Left Button	Special Move.

DEFENSE

A Button	Steals.
B Button	Rebounds.
Z Button	Turbo.
C Down Button	Switches to the man closest to the ball.
C Up Button	Switches to the man closest to the hoop.

MENU CONTROLS

R Button – Brings up the HELP screen.

A Button – Confirms a selection.

B Button – Returns to the previous selection.

Z Button – Swaps statistics.

START – Also confirms a selection.

Control Stick – Toggles between choices.

R Button – Brings up the HELP screen.

C Left and Right Buttons – Toggle between statistics.

MENUS

OPENING SCREEN

Quick Play: Takes you straight to the Team Select screen and then right into a game.

Season Play: Choose between Pre-Season, Season, Playoffs, Statistics, Rosters and Options.

NBA COURTSIDE 2

QUICK PLAY
SEASON PLAY
ARCADE PLAY
3-POINT CONTEST
PRACTICE
CUSTOM USERS
PREFERENCES
OPTIONS

Arcade Play: A faster paced game with more scoring, and a much looser defense that allows for more dunks. This takes you into the Team Select Screen and then into a game. (See page 19.)

3-Point Contest: Choose your players and the computer players (if any) and compete in a three-round shooting contest.

Practice: Choose your team and head to the court for some skills practice in a loosely-formatted game setting. Practice passing, dribbling, shooting and all of your team's plays and strategies. This will help you work on your shot release and help to improve your shooting percentage.

Preferences: Sets the sound levels, turns slow motion dunks, indicators and other options on or off.

Options: Sets the desired game options. These options also come up when you select Season or Playoff modes.

TEAM SELECT CONTROLS

Team Select: Choose the away team first.

Use the Control Stick (Up and Down) to switch between Divisions and Teams.

Use the Control Stick Left and Right to change either the Division or the Team that is selected.

The A Button selects the team.

The B Button goes back one selection.

C Left and right Buttons toggle between divisions.

QUICK PLAY

Select teams and then play. This is why it's called Quick Play.

TEAM SETTINGS

While you are playing a game, PRESS START to access the Team Settings menu. This menu includes:

Substitutions – Allows you to make player changes during the game.

Team Set-Up – Gives you access to defensive match-ups and other defensive settings.

Offensive Sets – Displays your default plays and the on-the-fly play calling.

Team Stats – Check team statistics for the game, the season, or last year.

Player Stats – Look at the stats of individual players for the game or season

Control Options – Allows you to set the controllers for each player, and the skill level.

Game Options – See GAME OPTIONS (p.23).

Preferences – See PREFERENCES (p.24).

TEAM SET-UP

1. You can set Full-Court Pressure to Yes / No / Auto.

2. You can set the defensive pressure of each player separately at Low, Medium, or High.

3. You can set double-teams. Just select which player will be doubling down on which defender.

4. Decide if you want a defender to front the player they are covering. This is good to do against some of the better low post players to deny an entry pass to them.

5. You can also lock any player's controls, so that whether or not they have the ball, the same human player will be controlling them. This is useful if you want to play an entire game as just one specific player.

OFFENSIVE SETS

1. This is where you can set your two different offensive default sets, as well as get a description of each different offensive set.

GAME MODES

SEASON PLAY

Pre-Season:	Play a practice game.
Season:	1) Select New Season
	or Continue Season.
	2) Set the Season Options.

SEASON OPTIONS

Season Length:	Season Length: 13 or 14, 28, 56, or 82 games.
Trade Deadline:	On / Off
Draft:	Standard / Ladder / Off

Standard draft means that the team picking first, will pick first in each round of the draft, so the order will be 1-29 for each round. For a ladder draft, the draft order will reverse each round, so it will go from 1-29, then 29-1 and back and forth as the draft progresses.

Playoffs:	1) Select New Playoffs or Continue Playoffs.
	2) Set the Playoff Options.

PLAYOFF OPTIONS

Playoff Source:	NBA '98-'99, Season, Random
Playoff Length:	1-1-1-1, 3-3-3-3, 5-5-5-5, 5-7-7-7
Draft:	Off / Standard / Ladder

Statistics:
1) Standings (league, or '98-'99)
2) Team Statistics (league, or '98-'99)
3) Player Statistics (league, or '98-'99)
4) League Leaders (league, or '98-'99)
5) Player Ratings

Rosters:
1) Starters (take a look at the starters and set your lineup)
2) Trades: release and sign free agents as well
3) Edit Player (edit any of your created players)
4) Skills Mode (create your own NBA rookies)
5) Reset Rosters (this undoes any of the changes that you have made to the standard, pre-set rosters)

Options: Game Options (see p.23)

QUICK PLAY:

This is the quickest way to just jump in and play a game.

ARCADE PLAY:

Arcade Play features 15% faster game play, unlimited turbo, higher shooting percentages, and 5, 10 and 15 point Hot Spots. Maximum dunk ratings for all players and looser CPU defense allows for more dunks and more action, including Sonic Boom dunks that knock down defenders and pump up the crowd.

Fill up your team's Momentum Meter to get your team "In the Zone" and access "Smokin" Moves, including faster "Smokin" turbo, "Smokin" passes with increased accuracy, and "Smokin" dribbles. Perform Super dunks from just inside the 3-point line, soaring over opponents and nearly out of the stadium!

To stop a "Smokin" team, let the quarter end, perform a "Sonic Boom" dunk or hit a shot from a Hot Spot.

ROOKIE MODE:

- The computer offers you assistance as you play.
- The computer automatically switches hands when you are dribbling to avoid the defense.
- The computer chooses the best shot for you to take when you shoot: jumper, hop-step, fade, etc.
- Press the B Button to shoot a free throw and the shot will be based on the player's free throw percentage.
- The computer sets picks, cuts to the hoop and calls for the ball for you as well, when they are open.
- You automatically back down when you enter the post.
- When you switch players on offense or defense, the cursor blinks for you to highlight the player that you switched to.

3-POINT CONTEST

It's just like the NBA All-Star Weekend Contest. You can pick up to eight players to compete, and all can be represented by human players. Then, the 3-point contest proceeds in three rounds. You shoot five shots from each of five locations on the court. Four of the balls are worth one point, and the last ball on each rack is the "money" ball, worth two points. Four players advanced from the first round to the second, then two advance to the final round, with one winner.

PRACTICE

Practice can be done with just one player, or with one entire team. You can practice all of your skills: passing, dribbling, shooting, etc. Press the L Button to practice free throws. You will be provided with a special practice meter that will show you at what point in your jump you should be releasing your shot to maximize accuracy. Use this meter to learn that shooter's touch. Also, you will find a percentage meter that will show you what percentage each player is shooting from each spot on the floor, so you can decide who is the go-to-go at each point on the floor. This practice mode will enable you to get familiar with your team, player by player, and also with the game's play controls.
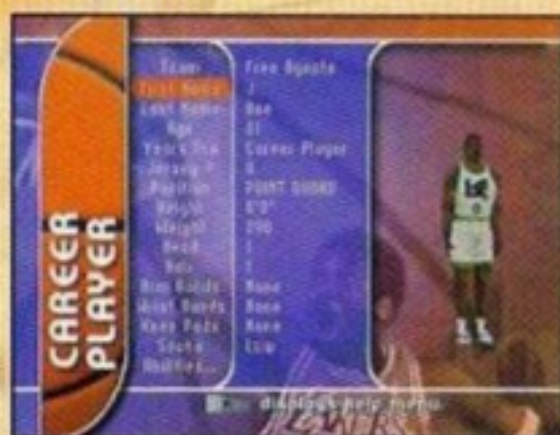
CREATE PLAYER

CAREER AND NON-CAREER PLAYERS

Select SEASON PLAY
Select ROSTER

You can create either a regular player that can later be edited or a Career Player that you can power up in Season mode. The Career Player option is unique to NBA Courtside 2 Featuring Kobe Bryant.

Select Create Player to create or edit players. Select Career Player or Non-Career Player to create new players. Select Edit Player to edit non-career players. Career Players' abilities are locked once they are set. Saving Career Players requires more memory since their powered-up ratings will be recorded. Up to 20 players can be saved. When creating players, move the Control Stick up and down to scroll between categories and left or right to adjust category settings.

Career Players are assigned a set of default skill levels based on the position selected. For example, a center will be a better rebounder and shot blocker, while a point guard will have better ball-handling and speed ratings.

Career Players and all of their upgrades can be used in any mode, but they can only be

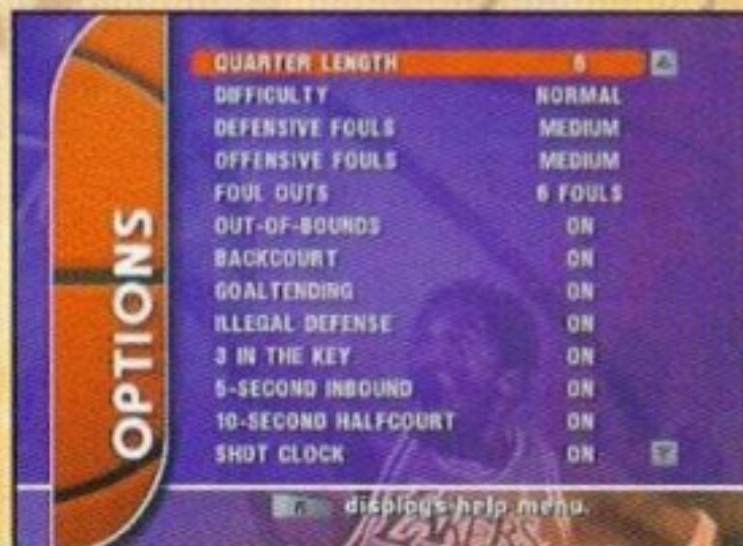upgraded in Season mode. Career Players can be powered-up in one of three ways:

- An outstanding single-game performance in any category will improve that catergory's rating.
- Maintaining a high season average in a category will improve that category's rating as long as the high average is maintained.
- Accumulating stats over the season will improve a player's ratings as certain milestones in each category are reached.

OPTIONS

GAME OPTIONS

Quarter Length:	3,6,9,12 minutes
Difficulty:	Easy, Normal, Hard
Defensive Fouls:	Off, Low, Med, High
Offensive Fouls:	Off, Low, Med, High
Foul Outs:	On / Off
Out of Bounds:	On / Off
Back Court:	On / Off
Goaltending:	On / Off
3 in the key:	On / Off
5 Second Violation:	On / Off
10 Second Violation:	On / Off
Shot Clock:	On / Off
Fatigue:	On / Off

OPTIONS		
QUARTER LENGTH	6	
DIFFICULTY	NORMAL	
DEFENSIVE FOULS	MEDIUM	
OFFENSIVE FOULS	MEDIUM	
FOUL OUTS	6 FOULS	
OUT-OF-BOUNDS	ON	
BACKCOURT	ON	
GOALTENDING	ON	
ILLEGAL DEFENSE	ON	
3 IN THE KEY	ON	
5-SECOND INBOUND	ON	
10-SECOND HALFCOURT	ON	
SHOT CLOCK	ON	

displays help menu.

PREFERENCES

Music Level	Adjusts the volume of the music along a sliding scale
Sound FX Level	Adjusts the volume of the sound effects along a sliding scale
Crowd FX Level	Adjusts the volume of the crowd noise along a sliding scale
Announcer Level	Adjusts the volume of the announcer along a sliding scale
Slo-Mo Dunks:	On / Off
Special Cameras	Replays / In-Game / Off
Player Indicator:	On / Off
Passing Indicator	On / Off
Rebound Indicator	On / Off
Turbo Indicator	On / Off
Score and Clock Display	On / Off
Statistical Updates	On / Off
Auto Switch – Shell Court	On / Off