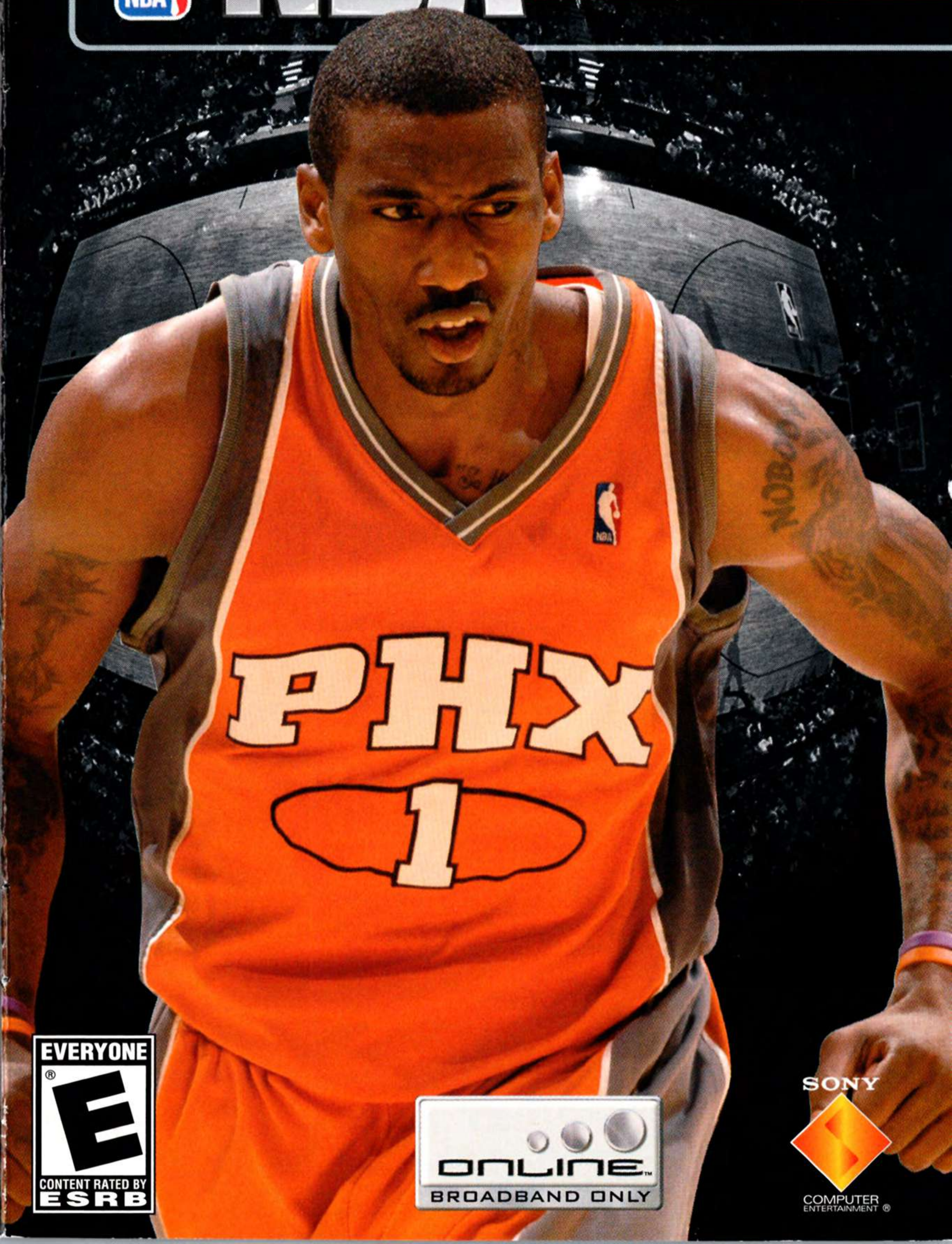




NBA08

featuring

The Life v3



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

NBA 08 Tips and Hints

Game Hint Guide Information

PlayStation Underground Game Guides For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

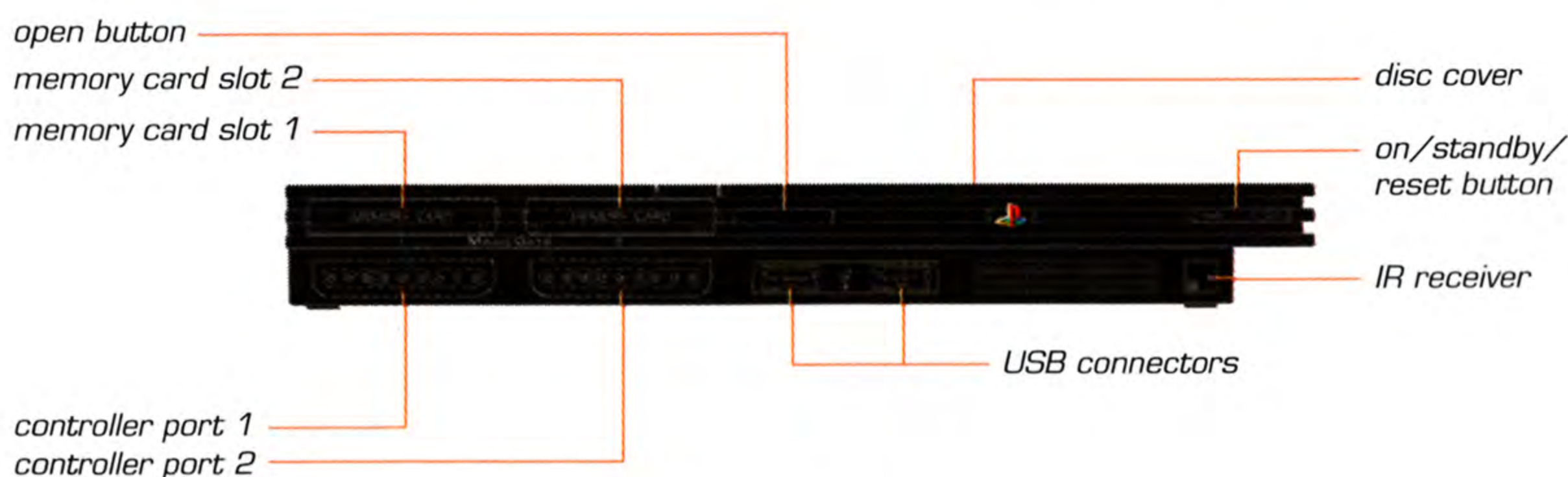
Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

TABLE OF CONTENTS

<i>Getting Started</i>	2
<i>Memory Card</i>	2
<i>Game Controls</i>	4
<i>Starting Up</i>	6
<i>Options</i>	8
<i>Online</i>	11
<i>Credits</i>	12

GETTING STARTED



Note: Illustration may not match all PlayStation®2 console types.

SETTING UP YOUR PLAYSTATION®2 CONSOLE

Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **NBA 08** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Network Adaptor (Ethernet/Modem) (for PlayStation®2)

In order to play **NBA 08** Online, you must have installed a Network Adaptor (Ethernet/Modem) (for PlayStation®2) on your PlayStation®2 computer entertainment system before playing. Set up the Network Adaptor (Ethernet/Modem)(for PlayStation®2) according to the instructions included in its packaging.

Caution: Unplug the AC power cord on your PlayStation®2 computer entertainment system before adding any networking equipment to the system.

Note: **NBA 08** must be played over a broadband Internet connection (DSL, cable modem, or higher speeds).

Memory Card (8MB)(for PlayStation®2)

For the purpose of this manual, the memory card (8MB)(for PlayStation®2) will be referred to as "memory card". To save game settings and progress, insert a memory card into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same card or any memory

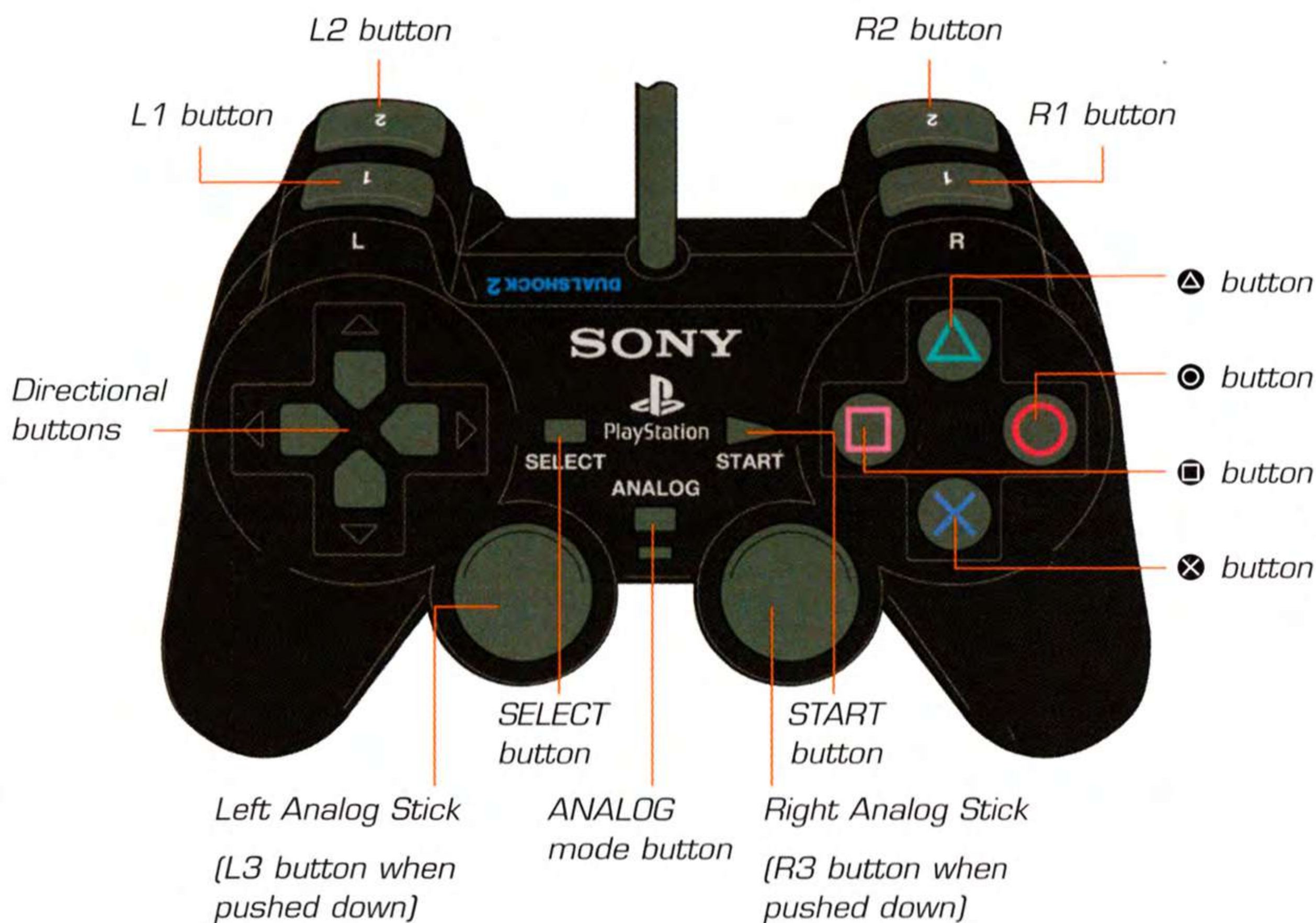
card containing previously saved games. Before playing online, a valid network configuration must be saved to the memory card using either the Network Startup Disc or the **NBA 08** Network Configuration Utility.

Setting Up the Headset (optional)

NBA 08 is compatible with the USB headset (for PlayStation®2).

The headset connects to either one of the USB (Universal Serial Bus) connectors located on the front of your PlayStation®2 computer entertainment system. With the USB symbol facing UP, insert the cable into one of the USB connectors.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

Menu Controls

Navigate menu/

Highlight menu item left analog stick/directional buttons  , 

Adjust menu item left analog stick/directional buttons  , 

Select highlighted menu item 

Previous screen/Return to Main Menu . . 

Offensive Controls

Pause game/Open Pause Menu 

Move left analog stick

Special Moves right analog stick

Call Mini-Plays directional buttons

Pass 

Dunk/Lay-up 

No Look Pass 

Shoot 

Speed Burst 

Post Up 

Alley Oop  + 

No Look Alley Oop  + 

Icon Passing  + button

Defensive Controls

Pause game/Open Pause Menu 

Move left analog stick

Call Mini-Plays directional buttons

Switch Player 

Steal 

Jump/Block/Rebound 

Take Charge 

Speed Burst 

Icon Switch  + button



Selecting a New Defender

If you are beaten press **X** to switch the defensive player you control. The player you switch to will be the closest non-human controlled player in front of the ball handler. If there are no defenders in front of the ball handler, you will gain control of the closest defender to the ball handler.

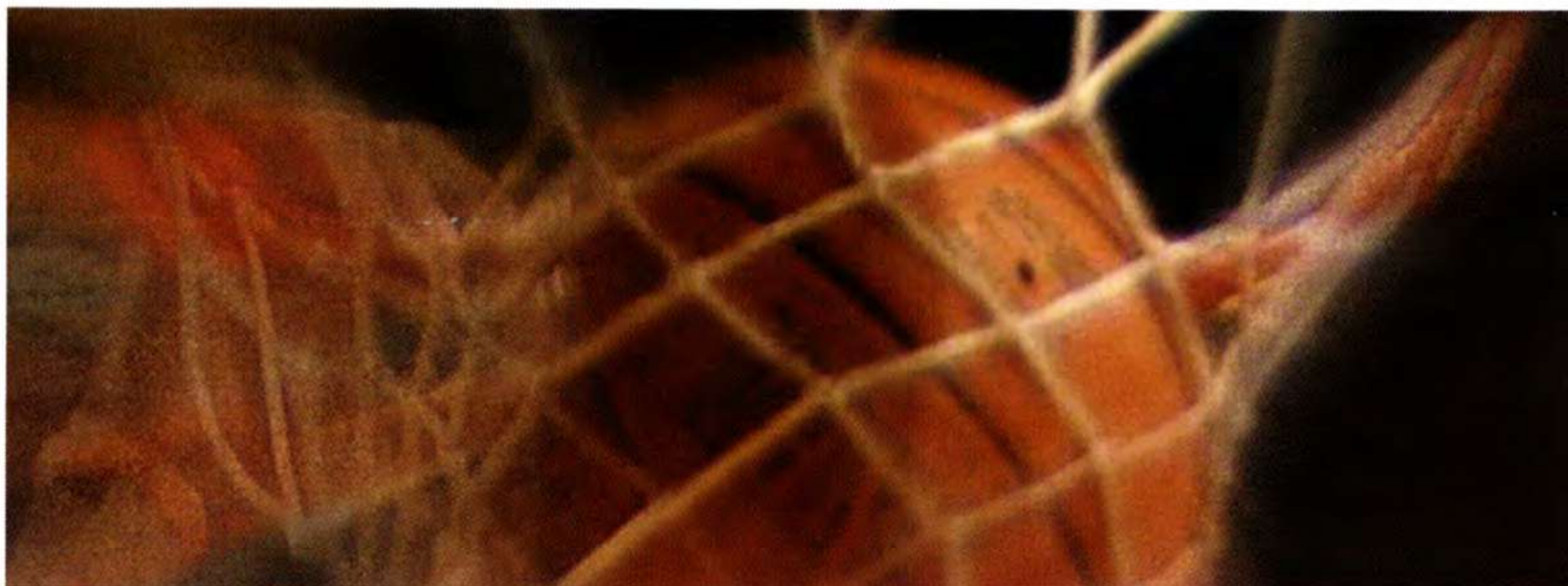
Icon Switching

Icon switching allows you to switch to a specific player. To Icon Switch, hold **L2** when you don't have the ball, and then press the icon that appears above the player's head that you want to switch to.

Showtime

Showtime is all about firing up the crowd and getting your teammates involved. As you make great plays, your team becomes energized and plays better. Everyone gets a spring in their step and the basket starts to look huge.

- When you fill three blocks in the Showtime meter, your team gets energy, speed, and shooting boosts.
- To fill the meter, perform Showtime events. Alley Oops, Dunks, No-look passes that lead to a basket, fast break scores, and blocks all increase your Showtime.
- The Showtime meter will deplete from your side if your opponent performs a Showtime event, calls timeout, or if you mess up and perform a Showtime spoiler event. Turnovers and consecutive missed shots are Showtime spoiler events.



STARTING UP

MAIN MENU

When the game boots up, you will be taken to the **NBA 08** Main Menu. While at the Main Menu, use the left analog stick or directional buttons **↑**, **↓**, **←**, and **→** to highlight an option, press **ⓧ** to select, and press **⬆** to go back to a higher set of options or the previous menu. If this is your first time playing, you will be asked to select your favorite team. Your created player will be assigned to your favorite team by default.

Single Game Quickly begin an exhibition game, practice your skills in mini games, manage your team, and adjust game extras and options.

The Life Create your own character to train and play with.

League Access season and playoff games.

Online Play against other players online or view leaderboards.

SINGLE PLAYER

Play a variety of different pick-up-and-play basketball games, from Exhibition, to Mini-Games, as well as Manage your team, access Extras, and adjust your game Options.

Exhibition

Select EXHIBITION to access the Team Select Menu and play a quick game of basketball. You may choose two teams and up to four players may join the game. In order to join, slide the controller icon to the same side of the screen as the team you wish to play on. Press **ⓧ** to continue or **⬆** to go back.

Mini Games

Take to the court with a host of pick-up and play Mini Games.

Training Camp Go solo and practice your shooting skills in **Open Court** or shoot hoops with your teammates in **Shoot Around**. Perfect your free throw with **Free Throw**.

Playground **Own the Court** is a shooting contest that works your rebounding, shooting, and positioning skills. **Two-On-Two** allows you to play a game with fewer players on the court.

Drills Choose from seven different drills to improve your on-court performance.

All-Star Play **3 Pt Contest** is the classic contest of long-range shooting. **Skills Challenge** puts every one of your basketball skills to the test. You'll have to shoot, pass, and maneuver your way all over the court.



Manage Team

Manage your players before hitting the court.

- | | |
|----------------------|--|
| Set Roster | <i>Edit the lineup of your team.</i> |
| Reset Roster | <i>Reset the roster to the factory defaults.</i> |
| Trade Player | <i>Trade players between teams.</i> |
| Free Agents | <i>Sign Free agents.</i> |
| Create Player | <i>Create a player to add to your roster.</i> |

Extras

Access, view, and manage a variety of extra content,

- | | |
|---------------------|--|
| Profiles | <i>Edit/Save/Delete or create a new profile.</i> |
| Delete Saves | <i>Delete saved profiles.</i> |
| Trophy Room | <i>View available and unlocked trophies.</i> |
| Credits | <i>View the game credits.</i> |

Options

Adjust the game options.

- | | |
|----------------------|---|
| Audio | <i>Adjust the audio levels.</i> |
| Visual | <i>Adjust video settings.</i> |
| Rules | <i>Adjust the in-game rules.</i> |
| Gameplay | <i>Adjust difficulty level, as well as quarter length and other gameplay options.</i> |
| Miscellaneous | <i>Turn the Autosave and Controller Vibration options ON/OFF.</i> |



THE LIFE

Experience the real NBA Life. Create your own character and choose your team. Develop your NBA Life character on and off the court. The story progresses as you accomplish multiple mission-based levels. Train your character and refine your skills so that you can play against the best!

LEAGUE

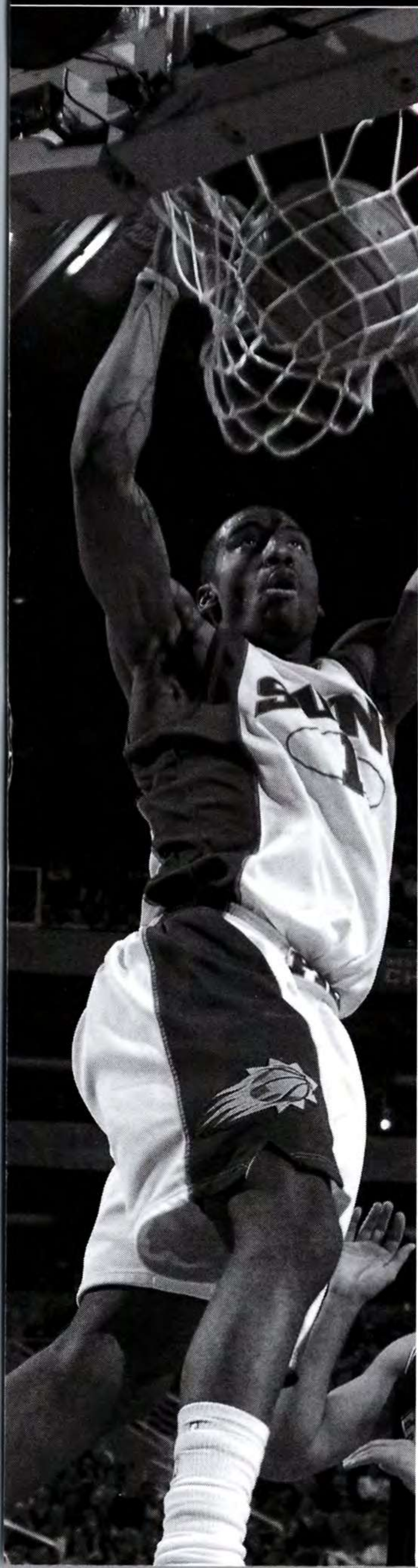
Season

Play through a complete NBA season. Manage player trades, substitutions, and rosters as you play 82, 58, or 29 games with your favorite team. If you're good enough, you can make it to the NBA Playoffs and make a run at the Championship.

Playoffs

If you don't want to go through an entire season, you can skip directly to the NBA Playoffs. Take your team, using either a custom or original roster, to the Playoffs and go for the Championship. You can play either a 7-7-7-7, 5-5-5-5, 3-3-3-3, or 1-1-1-1 series on your way to the top.





THE PAUSE MENU

Press  to interrupt gameplay and display the Pause Menu. Press the left analog stick or directional buttons / to highlight a menu option and press  to confirm your selection.

Resume Game

Choose this option to return to your current game.

Replay

Watch an instant replay of the previous possession.

Management

Access the timeout, substitutions, stats, and formations menus.

Settings

Adjust the game options. This can also be done at the Main Menu.

Quit Game

Quit your game and return to the Main Menu, or restart the game.

Goals

View what you need to do in order to earn extra points toward profile progression.

ONLINE

Create an Online Account

To play **NBA 08** online, you will need to create an account and choose a unique screen name and password. Each time you use the online function, login using the same screen name and password. **Note:** You must agree to the terms of the Online User Agreement to connect to **NBA 08** online. You do not need to create a new account if you already have created an account from another SCEA online sports title.

Game Rooms

Game Rooms are where game challenges take place. You can search for perfect match ups or challenge other online opponents for a ranked or unranked game. You can also view all online players within your selected Game Room.

The Chat Area

The Chat Area is where available games in the particular lobby are listed. While looking for a game, you can read all of the real-time chatting between potential opponents.

Quitting Games

After accepting challenges or joining games, you must finish the entire contest or be penalized with a reduction of points previously earned from other games.

Leaderboards

Real-time leaderboards show your ranking amongst all **NBA 08** gamers.

Online Download Rosters

You will be able to download Live Roster updates for regular and online play. Live rosters represent the current rosters of NBA teams that include all player movement up to the date they are downloaded.

CREDITS

SONY COMPUTER ENTERTAINMENT AMERICA

PRODUCTION

PRESIDENT, WORLD WIDE STUDIOS, SONY COMPUTER ENTERTAINMENT

Phil Harrison

SENIOR VICE PRESIDENT, PRODUCT DEVELOPMENT, SCEA, PART OF SCE WORLDWIDE STUDIOS

Shuhei Yoshida

DIRECTOR OF SAN DIEGO STUDIO PRODUCT DEVELOPMENT

Scott Rohde

SAN DIEGO STUDIO ART DIRECTOR

Brad Pollard

DIRECTOR OF BUSINESS DEVELOPMENT

Christian Phillips

SENIOR PRODUCER

Erich Waas

PRODUCERS

Rick Campbell

Vernon Mollette II

ASSISTANT PRODUCER

Bob Staite

LICENSING MANAGER

Shirley Cotton

SPORTS ADMINISTRATION

Erica Nathanson

PROGRAMMING

FRANCHISE TECHNICAL LEAD

David Lawson

LEAD PROGRAMMER

Larry Holland

SENIOR PROGRAMMERS

Jeff Curley

Anthony DeFilippis

Andre Granger

Julianne Harrington

Takashi Hodama

Cyrus Kamada

Jacob Langford

Armen Levonian

Dane Marshall

Marc Mondesir

Craig Morrison

Scott Murray

Vincent Ng

Dixon Peterson

Brian Pinz

Mitch Sanborn

Brian Schwab

Andy Styles

John Yuill

PROGRAMMERS

Homoud Alkough

Brad Byrd

David Goodhue

Max Loeb

Igor Pevac

Tara Ramos

ADDITIONAL PROGRAMMING

Matthew Vassilakos

A.C.R.O.N.Y.M. GAMES INC.

Jesse Joudrey –

Senior Programmer

Adrian Mercado –

Programmer

Sarah Robinson – Artist

Johnathan Skinner –

Senior Programmer

Daniel “Funky” Swadling –

Senior Programmer

Chen Yang – Programmer

Jeff Yu – Producer

ART

FRANCHISE ART LEAD

Andrei Booriakin

PRESENTATION ART

Jeremy Spencer – Lead

Bob Estus

Fred Carrico

Josh Peay

INTERFACE ART

David Schorn – Lead

Jim Choy

Joe Keylon

Bobby Takei

ADDITIONAL INTERFACE ART

Santiago Munoz

ANIMATION

Joe Shedd – Lead

Floyd Bishop

Jun Choi

Keith Ho

Nathan Webb

ADDITIONAL ANIMATION

Steve Paulsen

ENVIRONMENTS

Josh Quillen – Lead

Monica Bennett

Ed Gambler

Lamont Gilkey

Garrett McKerlie

Kevan Mills

John Settles

CHARACTER ART

Neil Fordice – Lead

Darrell Abney

Mike Bolger

Nan Kim

Steve Roesch

Ryan Volek

**NEXT GEN R&D/
FACIAL SETUP TD**

Christoph Biehn

**NEXT GEN R&D/
CHARACTER ARTIST**

Donald Hamilton

DESIGN

Raja Altenhoff – Lead

Brandon Akiaten

Steve Bolender

Matt Brisbois

CJ Connoy

Gerald “Smuv” DeYoung

THE LIFE: VOL. 3**DIRECTOR**

Brandon Akiaten

STORY

Brandon Akiaten

**NBA 08
DEVELOPMENT TEAM****CAST**

Jason Richardson

Eriugs Naes

Janet Waddell

Bert Belasco

Blacky Austin

Steve Marvel

DNA

Poncho Hodges

Ethan McDowell

Ryan O'Quinn

Brendan Connor

**SCEA TOOLS,
TECHNOLOGY AND
SERVICES GROUP****SENIOR DIRECTOR OF
TOOLS, TECHNOLOGY
AND SERVICES**

Buzz Burrowes

**DIRECTOR OF
SERVICE GROUPS**

Dave Murrant

MUSIC**DIRECTOR OF MUSIC**

Chuck Doud

MUSIC SUPERVISOR

Chuck Carr

**ASSOCIATE MUSIC
SUPERVISOR**

Monty Mudd

A & R

Alex Hackford

**MANAGER, MUSIC
AND LICENSING**

Jason Swan

**SENIOR MUSIC
LICENSING COORDINATOR**

Justin Fields

MUSIC PRODUCER

Tammy Tsuyuki

**MUSIC OPERATIONS
MANAGER**

David Mucci

SOUND DESIGN**SOUND DESIGN MANAGER**

Rex Baca

SPORTS AUDIO TEAM LEAD

Kurt Kellenberger

SENIOR SOUND DESIGNER

Chris Jahnkow

SENIOR SPEECH DESIGNER

Joel Copen

SPEECH DESIGNER

Bob Rissolo

**LOCATION DIALOG
RECORDIST**

Ross Hendler

**CINEMATIC AUDIO POST
PRODUCTION MANAGER**

Mike Johnson

**CINEMATIC AUDIO
POST PRODUCTION**

Chris Canning

Jeff Darby

Derrick Espino

Mike Johnson

**VOICE TALENT –
PLAY BY PLAY**
Kevin Calabro

**VOICE TALENT –
COLOR COMMENTARY**
Mark Jackson

**VOICE TALENT –
PA ANNOUNCER**
Mike Carlucci

FOLEY RECORDING BY:
Footsteps Post-
Production Sound Inc.

FOLEY ARTIST
Goro Koyama
Andy Malcolm
Caoimhe Doyle

FOLEY RECORDING MIXER
Don White
Ron Mellegers

**FOLEY RECORDING
ASSISTANT**
Jenna Dalla Riva

**VOICE OVER/MOTION
CAPTURE CASTING**
Brigitte Burdine
BB Casting and
Production Services

**ASSISTANT TO
MS. BURDINE**
Keith Clark

SOUND ENGINEER
Brian Miller

VISUAL ARTS SERVICE GROUP

**SENIOR MANAGER, VISUAL
ARTS SERVICE GROUP**
Brian Rausch

ART DIRECTOR
Ron Padua

CG SUPERVISOR
Janelle Pitchford

MANAGER OF PRODUCTION
Scott Peterson

PRODUCTION SUPERVISOR
Gene Strocchio

SENIOR PROJECT MANAGER
Jeffrey Vargas

MANAGER OF ANIMATION
Chad Moore

**MANAGER OF MOTION
CAPTURE**
James Scarafone

**CHARACTER
TECHNICAL DIRECTOR**
Christian Vagnati

**MOTION CAPTURE
STUDIO TECHNICIAN**
Ryan Beeson
Eduardo Contreras

**MOTION CAPTURE
TRACKING LEAD**
Michael Shinkle

**MOTION CAPTURE
TRACKING TECHNICIAN**
David Ibarra

**MOTION CAPTURE
SPECIALIST**
Percy Sagun

**MOTION CAPTURE
MOTION EDITING LEAD**
Frank Strocchio

**MOTION CAPTURE
MOTION EDITORS**
Brian Phipps
Eryn Roston

**MOTION CAPTURE
TECHNICAL ANIMATOR**
Daniel Legg

PIPELINE SUPERVISOR
Jason Parks

PIPELINE SPECIALIST
Michael Graessle
Trisha Manbeck
Jake Wilson

PROJECT MANAGER
Doug Hagstrom

**MANAGER OF DIGITAL
MODELS GROUP**
Greg Jung

**DMG PRODUCTION
SUPERVISOR**
Travis Ross

TEXTURE LEAD
Su-Cheng Wu

TEXTURE ARTISTS
Scott Greenway
Emerlito Tanciatco

MODELING SUPERVISOR
Hong Suck Suh

DMG STUDIO SUPERVISOR
Chip Parsons

DMG TECHNICIAN
Rolando Lerma
David Bullat

DMG TECHNICAL MODELER
Eugene Paluso

DMG COORDINATOR
Mike Hash

**SENIOR DEPARTMENT
ADMINISTRATOR**
Nonet Vargas

**DEPARTMENT
ADMINISTRATOR**
Monique Williamson

**MANAGER OF
VIDEO SERVICES**
Jahil Nelson

**VIDEO SERVICES
PRODUCTION SUPERVISOR**
Don Lacy

COMPOSITING SUPERVISOR
Devin Olden

BUSINESS ANALYST
Kevin Collins

INTRO CG PRODUCTION
Brain Zoo Studios

GEORGE GERVIN
PRODUCTION SHOOT
DIRECTOR OF
PHOTOGRAPHY

Ian O'Roarty

PRODUCTION COORDINATOR

Halimat Alabi

CAMERAMAN

Ryan Field

LIGHTING

Andrus Lighting and Grip

MAKE-UP

Monique Williamson

STORYBOARDS

John High

SPECIAL THANKS

Arash Haile

Vejea Jennings

PD SERVICE
GROUP SUPPORT

PROJECT MANAGER

Davina Mackey

SENIOR ADMINISTRATOR

Kathryn Tunis

TOOLS &
TECHNOLOGY
GROUP

DIRECTOR

Edward Lerner

AUDIO TEAM

MANAGER

Keith Charley

ENGINEERS

Alan Gerrard

Garin Hiebert

Jim Sproul,

Joshua Breindel

Laurent Betbeder

Steve Merel

PLATFORM TEAM

MANAGER

RJ Mical

ENGINEERS

Access Softek

Alex Rosenberg

Code Cobblers

Dan Hilton

Dan Volpe

Dave Menconi

Drew Thaler

Graham Madarasz

Gustavo Oliveira

Jason Young

John Meissen

John Thompson

Mobileer

Patrick Flanagan

Vince Harron

Will Barrueto

TOOLS TEAM

MANAGER

Andy Bushnell

ENGINEERS

Alan Beckus

Bill Budge

Chris Mayberry

Ishay Pnueli

Max Elliott

Rebecca Abel

Richard Harding

Ron Little

DOCUMENTATION TEAM

MANAGER

Jim Inscore

TECHNICAL WRITERS

Deborah Adair

Denise Lee

George Rawlins

Joseph Schmitz

Laura Lemay

Nicholas Hind

Seth Katz

Susan Gallagher

WEB TEAM

MANAGER

Oliver Marks

ENGINEERS

Alex Narisky

Anna Lewis

Becket Hackett

Bill Alexander

Brian Winant

Dzmitry Zhemchuhou

Hai Nguyen

Julian Richards

Kyle Saugier

Steve Wells

Tod Trevillian

SCE-RT ONLINE
TECHNOLOGY
GROUP

DIRECTOR

Glen Van Datta

SENIOR MANAGERS

Ken Miyaki

Marty Taramasco

Steve Wagner

PROJECT MANAGER

Doug Damron

GAMES INTEGRATION

David Cottrell

Mohammed Khan

Vinod Tandon

PRODUCTION

Trang Ho

Steve Slover

Bhaswar Sarkar

Ben Choorut

PRODUCT DEVELOPMENT, FIRST PARTY QUALITY ASSURANCE (FPQA)

DIRECTOR

Ritchard Markelz

TEST OPERATIONS

QA TEST MANAGER

Tim Vanlaw

QA TEST SUPERVISOR

Cruz Garcia

LEAD QUALITY ASSURANCE TESTER

Masashi Ogasawara

QUALITY ASSURANCE TESTER

Guillermo Garcia Jr.

LAB TECHNICIAN

Vince Loughney

CONTINGENT GAME TEST ANALYSTS

Charlemagne Celestino

Asher Engel

Kyle Gilbert

Jose Hernandez Jr.

Brandon Knighten

Valerie Lemus

Alex Limbach

Reynaldo Serrano

Jacob Rexius

John Rodriguez

David Roper

Daniel Stuardo

Mike Weston

QA SUPPORT

MANAGER

Ken Kribs

APPLICATIONS ADMIN

Christian Davis

Matt Harper

TEST TOOL DEVELOPER

Chris Depuydt

MANAGER, ONLINE SUPPORT

Chris Cromwell

ONLINE SUPPORT LEADS

Ken Overbey

Derek Baurmann

ONLINE SUPPORT ANALYSTS

Edward O'Neill

Joe Schmedding

Michael Brown

Brandon Fenton

And the Online Support Test Team

PROGRAM MANAGEMENT GROUP

SR. MANAGER

Jim Wallace

MANAGER, PROJECT MANAGEMENT

Eric Ippolito

SUPERVISOR, TRAINING

Benjamin Forrest

PROJECT COORDINATORS

Justin Flores

Jesse Reiter

Ronald Pascucci

Brent Gocke

INFORMATION TECHNOLOGY GROUP

DIRECTOR INFORMATION TECHNOLOGY

Adam Harris

SR. MANAGER, ONLINE GAMES

Monique Fraser

PRODUCTION OPERATIONS MANAGER

Richard Bennett

Beth Ford

Krisztian Mizser

Ken Reeves

Rudy Wiley

Madhukar Yedulapuram

PRODUCTION TECHNOLOGY MANAGER

Nate Wiger

Ron Andres

Alex Boster

Matt Miller

INFRASTRUCTURE

IT INFRASTRUCTURE MANAGER

Tom Perrine

Ian Allison

Robert Clark

Devin Kowatch

Andrew Lee

Chris McEniry

Sven Nielson

NETWORK ENGINEERING

NETWORK ENGINEERING MANAGER

Derrell Jenkins

Chris Dudley

Hank Yeomans

Randy Lopez

Vincent Mele

Paul Zastoupil

NETWORK OPERATIONS

James Beck

Aaron Johnston

Jose Madrigal

Matthew Keen

Jami Johnson

IT SITE SUPPORT

Albert Villarde
Cory Haibloom
Rick Rossiter
Tracy Seifert
Chelsea Ginsburg
Heath Aeria
David Alonzo
Russ Lopez
Chad Sousa

SCEA MARKETING**DIRECTOR, SOFTWARE
PRODUCT MARKETING**

Jeff Reese

**PRODUCT MARKETING
MANAGER**

Troy Mack

**SENIOR DIRECTOR,
COMMUNICATIONS AND
BRAND DEVELOPMENT**

Dave Karraker

**SENIOR CORPORATE
COMMUNICATIONS
MANAGER**

Kimberly Otzman

**ANALYST
RELATIONS MANAGER**

Mariam Sughayer

CORPORATE SPECIALIST

Abigail Murphy

**SENIOR PR
SPORTS MANAGER**

Ron Eagle

**PUBLIC RELATIONS
SPECIALISTS**

Alex Armour

Scott Goryl

**SR. PROMOTIONS
MANAGERS**

Donna Armentor

Blair Elliott

PROMOTIONS SPECIALISTS

Lauren Decker

Anne Gherini

**DIRECTOR, CHANNEL
MARKETING AND EVENTS**

Joby Hirschfeld

**SENIOR MANAGER,
CHANNEL MARKETING**

Bob Johnson

RETAIL MANAGER

Kip Roggendorf

EVENTS MANAGERS

Lori Chase

Quinn Pham

**SENIOR MANAGER,
CREATIVE SERVICES**

Jack Siler

**SENIOR CREATIVE
SERVICES SPECIALISTS**

Joseph Chan

JM Garcia

**PACKAGING &
MANUAL DESIGN**

CMB Design

MANUAL DOCUMENTATION

Offbase Productions

**SENIOR DIRECTOR,
PLAYSTATION®NETWORK**

Susan Nourai

DIRECTOR, OPERATIONS

Eric Lempel

**SENIOR MANAGER, WEB &
LOYALTY MARKETING**

Josh Meighen

**LOYALTY
ASSOCIATE MANAGER**

Chris Hagedorn

**WEB CONTENT
PLANNING MGR.**

Dawson Vosburg

**ASSOCIATE
PROJECT MANAGER
[OFFICIAL GAME SITE]**

Trevor Ehle

WEB PRODUCER

Cyril Tano

**SENIOR WEB
CONTENT DESIGNER**

Michael McIntire

WEB SPECIALIST

Sara Kwan

ASSET ARTIST

Noel Silvia

**SENIOR MANAGER,
PLAYSTATION STORE**

Grace Chen

PS STORE COORDINATOR

Rommel Hernandez

PMT MANAGER

Jen Woldman

PROJECT MANAGERS

Paul Purdy

James Isaac

**LEGAL & BUSI-
NESS AFFAIRS****DIRECTOR, LEGAL &
BUSINESS AFFAIRS**

Dan Figueroa

PARALEGAL

Christine DeNezza

Stephanie Stroughter

Alice Vorotchaeva

Richard Daniels

**PHOTOGRAPHY
[GETTY IMAGES/
NBA]**

Allen Einstein/
NBAE/Getty Images

Andrew D. Bernstein/
NBAE/Getty Images

Barry Gossage/
NBAE/Getty Images

Bill Baptist/
NBAE/Getty Images

Brian Babineau/
NBAE/Getty Images

Brian Bahr/
NBAE/Getty Images

Chris Birck/
NBAE/Getty Images

D. Clarke Evans/
NBAE/Getty Images

D. Lippitt/Einstein/
NBAE/Getty Images

David Liam Kyle/
NBAE/Getty Images

David Sherman/
NBAE/Getty Images

Doug Pensinger/
NBAE/Getty Images

Eliot J. Schechter/
NBAE/Getty Images

Elsa/NBAE/Getty Images

Ethan Miller/
NBAE/Getty Images

Fernando Medina/
NBAE/Getty Images

Garrett Ellwood/
NBAE/Getty Images

Gary Dineen/
NBAE/Getty Images

Glenn James/
NBAE/Getty Images

Gregory Shamus/
NBAE/Getty Images

Issac Baldizon/
NBAE/Getty Images

Jed Jacobsohn/
NBAE/Getty Images

Jeff Haynes/
NBAE/Getty Images

Jeffrey Bottari/
NBAE/Getty Images

Jennifer Pottheiser/
NBAE/Getty Images

Jesse D. Garrabrant/
NBAE/Getty Images

Jim McIsaac/
NBAE/Getty Images

Joe Murphy/
NBAE/Getty Images

Jonathan Daniel/
NBAE/Getty Images

Kent Horner/
NBAE/Getty Images

Kent Smith/
NBAE/Getty Images

Layne Murdoch/
NBAE/Getty Images

Lisa Blumenfeld/
NBAE/Getty Images

Melissa Majchrzak/
NBAE/Getty Images

Mitchell Layton/
NBAE/Getty Images

Nathaniel S. Butler/
NBAE/Getty Images

NBA Photos/
NBAE/Getty Images

Ned Dishman/
NBAE/Getty Images

Nick Laham/
NBAE/Getty Images

Noah Graham/
NBAE/Getty Images

Ray Amati/
NBAE/Getty Images

Robert Laberge/
NBAE/Getty Images

Rocky Widner/
NBAE/Getty Images

Ron Hoskins/
NBAE/Getty Images

Ron Turenne/
NBAE/Getty Images

Ronald Martinez/
NBAE/Getty Images

Ryan McVay/
NBAE/Getty Images

Sam Forencich/
NBAE/Getty Images

Scott Cunningham/
NBAE/Getty Images

Stephen Dunn/
NBAE/Getty Images

Steve Babineau/
NBAE/Getty Images

Terrence Vaccaro/
NBAE/Getty Images

Tim Heitman/
NBAE/Getty Images

Victor Baldizon/
NBAE/Getty Images

MOTION CAPTURE TALENT

**MOTION SPORTS
MANAGEMENT**

Jon Nielsen

Noah Ballou

Stan Fletcher

LEAGUE ACKNOWLEDGE- MENT

**NATIONAL BASKETBALL
ASSOCIATION**

Greg Lassen

Stacey Kerr

Matt Holt

SPECIAL THANKS

We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of NBA 08 with special recognition to the Executive Management team including:

Kaz Hirai

Jack Tretton

Jim Bass

Glenn Nash

Steve Ross

Riley Russell

Peter Dille

Phil Rosenberg

Shuhei Yoshida

Phil Harrison

Friends & Family of the Development Team

Speech compression and decompression technology are licensed from Nellymoser, Inc.

**NBA 08
MUSIC CREDITS****"Above The Clouds"**

Performed by Gang Starr
Featuring Inspectah Deck

Written by Christopher Martin, Keith Elam, and Jason Hunter

Published by EMI April Music Inc. (ASCAP)

and Diggs Family Music (BMI)

All Rights Reserved.
Used by Permission.

Courtesy of Virgin Records America, Inc.

Under license from EMI Film & Television Music

"BHHS"

Performed by
The Alchemist

Written by Alan Maman

Published by A. Maman Music (ASCAP)

Courtesy of Quiet Money Entertainment

"Boyz"

Performed by M.I.A.

Written by Maya Arulpragasam and Dave Taylor

Published by Zomba Enterprises (ASCAP)/

Zomba Music Publishers Ltd (PRS)/
Copyright Control

All rights for the world administered by

Zomba Music Publishers Ltd (PRS)

All rights for the U.S. on behalf of

Zomba Music Publishers LTD (PRS)

administered by Zomba Enterprises (ASCAP).

Taken from
the album "Kala"

Licensed courtesy of XL Recordings Ltd (P) 2007
XL Recordings Ltd under
exclusive license to
Interscope Records
in the USA.

"EMG"

Performed by El-P

Written by Jaime Meline

Published by Songs Music Publishing LLC on behalf of Definitive Jux Music (SESAC)

Courtesy of Definitive Jux

"Feel Like..."

Performed by El-P

Written by Jaime Meline
(P) & © 2007 Sony Computer Entertainment America Inc.

"Full System Station"

Performed by El-P

Written by Jaime Meline
(P) & © 2007 Sony Computer Entertainment America Inc.

"Get Innocuous!"

Performed by LCD Soundsystem

Written by
James Murphy

Published by Kobalt Music Publishing America Inc.

o/b/o Guy With Head And Arms Music (ASCAP)

Courtesy of
Capitol Records

Under license from EMI Film & Television Music

"Novolis"

Performed by El-P

Written by Jaime Meline
(P) & © 2007 Sony Computer Entertainment America Inc.

"Stunner"

Performed by
The Alchemist

Written by Alan Maman

Published by A. Maman
Music (ASCAP)

Courtesy of Quiet
Money Entertainment

"The Cahuenga Shuffle"

Performed by The Oohlas

Written by The Oohlas

Copyright 2006

Publishing Designee (BMI)

(P) 2006 The Island
Def Jam Music Group

Courtesy of The Island
Def Jam Music Group

under license from
Universal Music
Enterprises

"This Is Not The End"

Performed by The Bravery

Written by Sam Endicott

Published by Amalfi Coast
Music (BMI)

(P) 2007 The Island Def
Jam Music Group

Courtesy of The Island
Def Jam Music Group

under license from
Universal Music
Enterprises

"Underclass Hero"

Performed by Sum 41

Written by Deryck
Whibley and Steve Jocz

Published by EMI April
Music Inc. (ASCAP)

and Nettwerk One A
Music US (ASCAP)

All Rights Reserved.
Used by Permission.

(P) 2007 The Island Def
Jam Music Group

Courtesy of The Island
Def Jam Music Group

under license from
Universal Music
Enterprises

"Way More"

Performed by Diplo

Written and produced
by W. Pentz

Published by Just
Isn't Music

Appears courtesy
of Big Dada

IN-GAME MUSIC

DeWolfe Music Library

Mikael Sandgren

ILLPHONICS

FOR ALL SONGS

All Rights Reserved.

International Copyright
Secured. Used by
Permission. Not for
Broadcast Transmission.

DO NOT DUPLICATE.

WARNING

It is a violation of Federal
Copyright Law to copy,
duplicate or reproduce.

Game Experience May Change During Online Play.

ONLINE USER AGREEMENT

PLEASE READ THE ENTIRE AGREEMENT AND INDICATE WHETHER OR NOT YOU AGREE TO ITS TERMS BY CLICKING THE "ACCEPT" OR "DECLINE" BUTTON AT THE BOTTOM OF THIS SCREEN. IF YOU CLICK THE "DECLINE" BUTTON YOU WILL NOT BE ABLE TO PLAY THE ONLINE VERSION OF THIS GAME. CHECK WITH SONY COMPUTER ENTERTAINMENT AMERICA INC. ("SCEA") CONSUMER SERVICES AT 1-800-345-7669 FOR REFUND OR RETURN INFORMATION. PLEASE HAVE YOUR PURCHASE RECEIPT AVAILABLE.

1. ACCEPTANCE OF AGREEMENT. This Agreement can be accepted only by an adult 18 years or older. By clicking the "ACCEPT" button, you affirm that you are over 18 years old and you are accepting this Agreement on your own behalf or on behalf of your minor child (under 18).

2. GRANT OF LICENSE. SCEA grants you a non-exclusive right to use this software for personal, non-commercial play on a PlayStation® computer entertainment system only. You may not (i) rent, lease or sublicense the software, (ii) modify, adapt, translate, reverse engineer, decompile or disassemble the software, (iii) attempt to create the source code from the object code for the software, or (iv) download game content for any purpose other than game play. You have no proprietary rights in any game content including game play statistics. SCEA may modify such content at any time for any reason.

3. AUTHENTICATION/SERVICE. SCEA may retrieve information about a user's hardware and software for authentication, copy protection, account blocking, system monitoring/diagnostics, rule enforcements, game management and other purposes. SCEA does not guarantee the continuous operation of the game servers and shall not be responsible for any delay or failure of the game servers to perform.

4. MAINTENANCE AND UPGRADES. Certain versions of hardware operating system software or other firmware ("Firmware") may be necessary in order for this game to play on your PlayStation® computer entertainment system. The game software on this disc may check for the appropriate Firmware and if it does not find the correct Firmware versions, it may automatically update your Firmware. Without limitation, such automatic updates or upgrades may change your current operating system, cause a loss of data, content, functionalities or utilities. It is recommended that you regularly back up any data located on the hard disk that is of a type that can be backed up. Loss of data is the user's responsibility.

5. SEPARATE USER ACCOUNTS/COLLECTION OF INFORMATION. Some games/services may ask you to create an account with a user, player or other game name ("NBA 08") and password. You may also be asked to select or provide additional information for a game profile. This information may be provided to any tournament website established by SCEA or its partners in connection with this game. When you choose a Game Name, choose an alias to protect your identity. When you choose a password, choose a unique combination of letters and numbers unrelated to your Game Name or to any information you may share with other players in the game. If your account is inactive for an extended period your account may be deactivated. To inquire about a deactivated account, please contact SCEA Consumer Services at 1-800-345-7669.

6. PROTECTION OF IDENTITY/NO EXPECTATION OF PRIVACY. You have no expectation of privacy or confidentiality in the personal information you may intentionally or unintentionally disclose. You should avoid saying anything personally identifying in chat.

7. ONLINE CONDUCT. When you play, you agree to be respectful of your fellow players and never to engage in any behavior that would be abusive or offensive to other players, disruptive of the game experience, fraudulent or otherwise illegal. This includes but is not limited to:

- (a) Harassing or intimidating other players;
- (b) Using language, selecting user, character, clan or team names or creating any other content that maybe racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory;
- (c) Selecting as a user, character, clan or team name any word, symbol or combination of words and symbols which is identical to or substantially similar to any character, team, weapon, vehicle or other element which appears in this game;
- (d) Using content that is commercial in nature such as advertisements, solicitations and promotions for goods or services;
- (e) Falsely representing that you are an employee of Sony Corporation, SCEA, or any other affiliated or related company;
- (f) Disrupting the normal flow of chat;
- (g) Making a false report of user abuse to SCEA Consumer Services;
- (h) Violating any local, state or national law;
- (i) Using a cheat code, cheat device or any device that modifies the executable game code or data. For a detailed explanation of the SCEA policy on cheating, visit www.us.playstation.com/onlinecheating.
- (j) Any attempt to deliberately alter, damage or undermine the legitimate operation of this game, including but not limited to exploiting the ranking system by creating "dummy accounts".

8. **REPORTING ABUSE.** To report violations of this Agreement or to inquire about a blocked account, call SCEA Consumer Services at 1-800-345-7669.

9. **AGREEMENT VIOLATIONS.** If you violate this Agreement in any manner, SCEA may, at its discretion and without notice, temporarily or permanently block your account and/or reset your stats and/or rankings in this game and any related games.

10. **HOTSPOT AND INTERNET SERVICE PROVIDERS.** SCEA and its affiliated companies are not associated with any of the Internet service providers (ISPs) including hotspot operators (collectively "ISPs"). SCEA is not responsible for any damages or injury arising from or related to your use of these ISP services. When you access the Internet, you are providing information directly to the ISP and not to SCEA. This information is collected by the ISP and is not shared with SCEA. Before accessing the Internet, you should carefully read the Service Provider's user agreement/terms and conditions and privacy policy carefully.

11. **WARRANTY/DISCLAIMER/LIABILITY LIMITATIONS. EXCEPT AS PROVIDED HEREIN, THE SOFTWARE AND ALL RELATED SERVICES ARE PROVIDED "AS IS" AND, TO THE MAXIMUM EXTENT PROVIDED UNDER LAW, SCEA DISCLAIMS ALL WARRANTIES OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.** Without limiting the foregoing, SCEA does not promise that this software will work properly with all memory card storage or other peripheral devices. From time to time, there may be problems related to availability, access, delay and failure to perform that are beyond the immediate and reasonable control of SCEA. In the event of a dispute regarding the online functionality of this software, you agree that the sole liability of SCEA and its affiliated companies will be limited to repair or replacement of the game software at SCEA's option. SCEA may, at its sole discretion, discontinue hosting the game server at any time. SCEA has no liability for such discontinuance. SCEA has no liability for any violation of this Agreement by you or by any other player.

12. **MODIFICATION.** SCEA at its sole discretion may modify the terms of this Agreement at any time. You are responsible for reviewing the terms of this Agreement each time you log in to play. By accepting this Agreement and by playing the game online, you agree to be bound by all current terms of the Agreement. To print out a current copy of this Agreement using your computer, go to www.us.playstation.com/support/useragreement.

13. **MISCELLANEOUS.** This Agreement shall be construed and interpreted in accordance with the laws of the State of California applying to contracts fully executed and performed within the State of California. Both parties submit to personal jurisdiction in California and further agree that any dispute arising from or relating to this Agreement shall be brought in a court within San Mateo County, California. If any provision of this Agreement shall be held invalid or unenforceable, in whole or in part, such provision shall be modified to the minimum extent necessary to make it valid and enforceable, and the validity and enforceability of all other provisions of this Agreement shall not be affected thereby. This Agreement constitutes the entire agreement between the parties related to the subject matter hereof and supersedes all prior oral and written and all contemporaneous oral negotiations, commitments and understandings of the parties, all of which are merged herein.

NOTES

[illegible]

NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either repair or replace, at its option, the SCEA product. You must call 1-800-345-7669 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. All rights to make copies of any portion of the game for subsequent redistribution is retained by the copyright holder. Please contact SCEA at 1-800-345-7669, if you are unwilling to accept the terms of this license.

The NBA and individual NBA member team identifications reproduced on this product are trademarks and copyrighted designs, and/or other forms of intellectual property, that are the exclusive property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2007 NBA Properties, Inc. All rights reserved. © 2007 Sony Computer Entertainment America Inc.



®