



NBA 2K17





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⚠ WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.



Product Support:
<http://support.2k.com>

Please note that NBA 2K17 online features are scheduled to be available until **December 31, 2018** though we reserve the right to modify or discontinue online features on 30-days' notice.

Visit www.nba2k.com/status for more information.

Xbox 360 Controller

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

ADVANCED OFFENSE

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

ADVANCED DEFENSE

Action	Input
Move	
Fast Shuffle	+ +
Steal	Tap
Block	
Rebound	(ball in air)
Take Charge	
Flop	Double-tap
Wrap Foul	Press
Intense Defense	
Shade Stance Change	+ /
Crowd Dribbler	Hold
Hands Up	Hold
Deny Ball	Hold (while playing offball defense)
Double Team	

PRO STICK™

The **PRO STICK™** gives you more control over your offensive arsenal than ever before.

PRO STICK™: SHOOTING

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

PRO STICK™: DRIBBLING

Action	Input	Context
Triple Threat Jab Step	Tap  Left/Right/Forward	Triple Threat
Triple Threat Spinout	Rotate 	Triple Threat
Triple Threat Stepback	 + Tap  away from hoop	Triple Threat
Stutter	 + Tap  toward hoop	Dribbling
Hesitation (Quick)	Tap  toward ball hand	Dribbling
Hesitation (Escape)	 + Tap  toward ball hand	Dribbling
In and Out	Tap  toward hoop	Dribbling
Crossover (front)	Tap  toward off hand	Dribbling
Crossover (between legs)	Tap  between off hand and player's back	Dribbling
Behind the Back	Tap  away from hoop	Dribbling
Spin	Rotate  from ball hand around player's back, then quickly return to neutral	Dribbling
Half-Spin	Rotate  in a quarter-circle from ball hand to hoop, then quickly return to neutral	Dribbling
Stepback	 + Tap  away from hoop	Dribbling

POST MOVES (PRESS Y TO POST UP)

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

POST SHOTS

Action	Input
Post Hook (close range)	toward hoop
Post Fade (beyond close range)	left or right away from hoop
Step Through Layup	Hold then move left or right toward hoop
Shimmy Fade	Hold then move left or right away from hoop
Pump Fake	Start a shot listed above then move to neutral
Up & Under / Step Through	Pump fake, then again before pump fake ends

DEFENSIVE CONTROLS

Action	Input	Context
Move		Any
Fast Shuffle	+ +	Any
Steal	Tap	Any
Block		Any
Rebound	(ball in air)	Any
Take Charge		Any
Flop	Double-tap	Onball Defense
Wrap Foul	Press	Any
Intense Defense		Onball Defense
Shade Stance Change	+ Left / Right	Onball Defense
Crowd Dribbler	Hold	Onball Defense
Hands Up	Hold	Onball Defense
Deny Ball	Hold	Offball Defense
Double Team		Any

KINECT VOICE COMMANDS

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

Voice Command	Action
Always Active	
"Time Out" "Call Time Out"	Call a time out
"Switch Camera"	Move to the next camera position
"Gatorade Dunk"	Dunk the coach during applicable situations

Offense	
"Isolation," "Post Play," "Pick and Roll," "Three Point"	Playtypes
"Quick Isolation" "Quick Iso" "Clear Out" "Pick and Roll" "Quick Post Up" "Quick Spot Up Three"	Quick play control
"Set a Screen for me" "Set a Pick for me"	Quick screen
"Shoot the Ball!" "Shoot that Shot" "Take that Shot" "Shoot that!" "Shoot it"	Call for AI shot

Defense	
"Double Team"	Call for AI double team
"Help Me"	Call for help from team
"Intentional Foul"	Call for intentional foul
"Pick up ball"	Call for nearest AI player to switch to the ball handler if he doesn't have him already
"Bring in – Bench Player Last Name / Full Name"	Initiate a substitution with a specific player
"Man to Man" "Zone 2-3" "Zone 3-2" "Halfcourt Press" "Fullcourt Press" "Halfcourt Trap" "Fullcourt Trap"	Call for defensive set

MyCAREER Offense	
"Alley-Oop," "Throw the Alley"	Call for alley-oop
"Pass the ball to me" "Pass me the ball" "Pass the ball to Player Last Name / Full Name / Position"	Call for pass
"Quick Isolation" "Quick Iso" "Clear Out" "Pick and Roll" "Quick Post Up" "Quick Spot Up Three"	Quick play control
"Set a Screen for me" "Set a Pick for me"	Quick screen
"Shoot the Ball!" "Shoot that Shot" "Take that Shot" "Shoot that!" "Shoot it"	Call for AI shot

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EQUITABLE REMEDIES. You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect any of this Agreement, including temporary and permanent injunctive relief, in addition to any other available remedies.

TAXES AND EXPENSES. You shall be responsible for and shall pay and shall indemnify and hold harmless Licensor and any and all of its affiliates, officers, directors, and employees against all taxes, duties, and levies of any kind imposed by any governmental entity with respect to the transactions contemplated under this Agreement, including interest and penalties thereon (exclusive of taxes on Licensor's net income), irrespective of whether included in any invoice sent to you at any time by Licensor. You shall provide copies of any and all exemption certificates to Licensor if you are entitled to any exemption. All expenses and costs incurred by you in connection with your activities hereunder, if any, are your sole responsibility. You are not entitled to reimbursement from Licensor for any expenses, and will hold Licensor harmless therefrom.

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MISCELLANEOUS. 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.). You and Licensor 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. You and Licensor 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 AGREEMENT, YOU MAY CONTACT US IN WRITING AT: TAKE-TWO INTERACTIVE SOFTWARE, INC., 622 BROADWAY, NEW YORK, NY 10012.

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