

WARNING: READ BEFORE USING YOUR PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

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.

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.

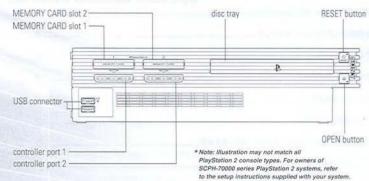
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

CONTENTS

STARTING THE GAME	
COMMAND REFERENCE	٤
COMPLETE CONTROLS	4
PLAY NOW	(
ON THE COURT	
PLAY ONLINE	
DVNASTY MODE"	10
NEW NBA ALL-STAR WEEKEND	1
OTHER GAME MODES	1
OPTIONS/TEAM MANAGEMENT	12
SAUING AND LOADING	1
LIMITED 90-DAY WARRANTY	1:

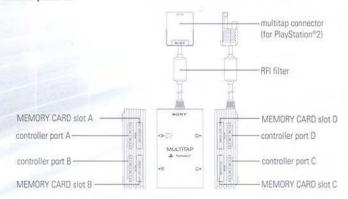
STARTING THE GAME

PLAYSTATION® Z COMPUTER ENTERTAINMENT SYSTEM



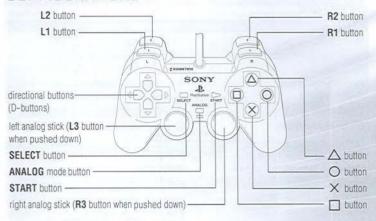
- Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
- 2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
- Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
- Place the NBA LIVE 2005 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
- 5. Attach game controllers and other peripherals, as appropriate.
- 6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE

DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS	
Highlight menu items	D-button �
Cycle choices/Move sliders	D-button ⇔
Select/Go to next screen	⊗ button
Return to previous screen	⊘ button

COMPLETE CONTROLS

Whether you're playing a division rival or challenging for the NBA Championship, master these game controls and dominate the hardwood.

OFFENSE

ACTION	COMMAND
Move player	left analog stick
Shoot	button (press and hold to jump then release to shoot; tap to fake)
Pass (direction of the left analog stick chooses receiver)	button (hold and release to execute a give-and-go)
Dunk/Lay-up	button (double-tap to adjust your shot)
Pro-hop/Power dribble	button (hold for power dribble when player is standing still)
Turbo	R1 button
Back down defender/Protect ball	L1 button
Alley-oop pass (when teammate has a clear lane to the basket)	R2 button
Direct pass (to a specific player)	button + ⊕ button, ⊗ button, button, or △ button (tap ■2 button to pass to closest man to basket)
Call timeout	MALECY button
Call an offensive Quick Play™ (see p. 7)	D-button
EA SPORTS™ Freestyle Control (see p. 7)	right analog stick
Off-ball switch (see p. 7) (to switch to specific player)	R3 button + button, button, button, button, button, button, button, button, button, bu
Pause game	arver button

NEW MID-AIR REBOUNDS, TIPS, AND DUNKS Take full control of a player while the ball is in mid-air. After you or a teammate misses

a shot, you now have three options:

ACTION	COMMAND	
Mid-air rebounds	△ button	
Tip-slam	button (when close to the basket)	
Tip-in	● button	

CALL-FOR-PASS INBOUNDING

ACTION	COMMAND	
Move pass receiver	left analog stick	
Call for pass	⊗ button	
Strategic player switch	D-button ← to switch to best 3 point shooter D-button ↑ to switch to the closest man to basket	
	D-button → to switch to best free throw shooter D-button ↓ to switch to best ball handler	

LOW POST MOVES

To back your defender down, press and hold the button and choose one of the following

ACTION	COMMAND
Slam dunk	left analog stick toward basket + button when close to the basket
Fade away jump shot	left analog stick away from basket + button
Power dribble	⊘ button
Spin move from back down	left analog stick in the direction you want to spin and release.

OFF-BALL SWITCH (PLAYER LOCKED)

Use these controls when you don't have the ball.

ACTION	COMMAND	
Call for shot	● button	
Call for pass	⊗ button	
Call for dunk/lay-up	button	
Set screen	L1 button	

FREE THROWS

Use the help of the T-Meter™ when shooting free throws. For best accuracy, aim by pressing the

button,
button, or
button when the cursor is near the center of the meter. Next, press the & button,

button, or

button again to set the distance.

DEFENSE

ACTION	COMMAND
Move player	left analog stick
Switch players	⊗ button
Steal/Dive for loose ball	button
Take a charge	o button or R2 button
Jump to block/Rebound	⊘ button
Turbo	R1 button
Direct player switch (to a specific player)	■2 button + button, button, button, button, or button
Switch to last man back	L2 button (tap)
Face up/Box out	L1 button
Intentional foul	BEAST button
Call a defensive Quick Play (see p. 7)	D-button
EA SPORTS Freestyle Control (see p. 7)	right analog stick
Pause game	saar button

NEW NBA ALL-STAR WEEKEND

Use these moves during the All-Star events.

3 POINT SHOOTOUT

ACTION	COMMAND
Switch camera view	L1 button
Pick up ball	R1 button
Jump/Shoot	 ■ button, button, button, or △ button (press to jump, release to shoot)

SLAM DUNK CONTEST (ON GROUND)

ACTION	COMMAND	
1 foot Gather	button	
2 foot Gather	● button	
1 foot 180 Gather	△ button	
2 foot 180 Gather	⊗ button	
Ball toss	right analog stick	
Move player	left analog stick	
Dunk modifiers	L1 button/ R1 button	

SLAM DUNK CONTEST (IN AIR)

ACTION	COMMAND
Tomahawk	button
Pump	● button
Windmill	△ button
Clutch	⊗ button
Rotate player (on 180 Gathers)	left analog stick
Modifiers	L1 button/ R1 button

PLAY NOW

Before you slam and jam during the NBA All-Star Weekend, get your feet wet with an exhibition game against your toughest rival in Play Now mode.



To select teams at random, press the button

Press the Structure button to continue to the Jersey Select screen

JERSEY SELECT SCREEN

From the Jersey Select screen you have the option to change your team's jersey for the upcoming game. Press the D-button \Leftrightarrow to select a Home, Away, Alternate, Hardwood Classics, or Practice jersey. Some jerseys have to be unlocked in the NBA Store (using earned Task List points. See p. 12).

SETTINGS

Select the skill level for the next game, along with quarter length, arena location, and camera view. You can also adjust the rules, preferences, gameplay settings, and in-game settings from the Settings screen.

ON THE COURT

Elevate your game on both ends of the court with NBA LIVE 2005.



EA SPORTS™ FREESTYLE CONTROL

Express yourself with EA SPORTS Freestyle Control. While dribbling, press the right analog stick in any direction to break out a Freestyle move. Making the same shape on the right analog stick results in the same move every time. You can also create combinations of Freestyle moves, so be sure to use Individual Practice mode to help perfect these moves.

OFF-BALL SWITCH

Control players on the floor with or without the ball—call for passes, have a teammate shoot, or set a screen with the push of a button. Once you activate Off-Ball Switch mode (R3 button), switch to another player on the court by pressing the corresponding button callout.

QUICK PLAYS

Direct traffic on both ends of the court by calling a Quick Play. On offense, you can run plays such as Isolation, Post Up, Pick-and-Roll, Basket Cut plays, and more. On defense, the 2-3 Zone, Double Team, Full Court Man to Man, and Half Court Man to Man defensive options (and more) are available. You can change your Quick Play settings on your controller via the Playbook screen.

PLAYBOOK

Adjust to your opponent's playing style mid-game. You have the option to adjust your defensive matchups, defensive playbook, offensive playbook, and team strategies. The Playbook menu is accessible only through the Pause menu during a game.

PLAYER ICONS

During gameplay, players are represented with an icon indicating their skill specialty. Use these players to your advantage.

ICON	FEATURE/NAME	
18	Big dunker	
<u> </u>	Tight D	
(3 point shooter	
- Tin	Shot blocker	

PLAY ONLINE

Go Freestyle against the best basketball players in the country.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES, TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com OR 30 DAYS AFTER THE LAST DAY OF THE 2004-2005 NBA SEASON.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY, SCEL SORY COMPUTER Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEL SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA, SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, systems failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

A network adaptor (Ethernet/modem) (for PlayStation*2) and a memory card (8MB) (for PlayStation*2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play NBA LIVE 2005 noline. NBA LIVE 2005 is compatible with Your Network Configuration files created from other PlayStation*2 online. Japanes. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation*2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation*2).

PLAYING ONLINE

In order to play NBA LIVE 2005 online, you must select Your Network Configuration file or create a new one by following the on-screen instructions. Next, create a new EA Account. If you already have an EA Account saved on a memory card (8MB) (for PlayStation**[2]), it appears automatically.

After you're logged into the *NBA LIVE 2005* Server Login screen, create an EA SPORTS Persona (you can have up to four EA SPORTS Personas). Change or create new Persona names from the Persona Names screen.

NOTE: Your Network Configuration file and the EA Login will only be read off of the memory card in MEMORY CARD slot 1.

NOTE: If you have an existing screen name on AOL, AOL Instant Messenger (AIM),
Compuserve 2000, or Netscape AOL Instant Messenger, you can use it as your EA Account
Name. Visit http://www.ea.com/nba-reg to register, then return to NBA LIVE 2005 and
select USE EXISTING EA ACCOUNT. Enter your Account Name and password to log on.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: 3658 (peer-to-peer connection): 6000 (VOIP).

WELCOME TO NBA LIVE 2005 ONLINE (LOBBY)

Find an opponent based on your skill level, check out the latest EA News, and set your gameplay options for the games you host.

NOTE: The game's timeout function may be different than your ISP's. This could lead to high telephone charges if you leave the game unattended.

GAME MODES

Play Now Connect with another player for a quick pick up game.

Online Lobby Choose a room based on your location and skill level.

Online Events Join or create an online tournament.

Quick Tournament Play in a quick 4- or 8-man tournament.

Leaderboards Check your rankings against the best players online

My Career View all the details of your online career.

My NBA LIVE Customize the way you want to play online.

CHEATING PREVENTION

The following rules are applied to online games to prevent cheating:

- . Games can be ranked or unranked.
- A user is charged with a loss and a disconnect for exiting a ranked game before it is finished.
- . Users are penalized for delaying games.

PLAYER OPTIONS

Highlight a player's name and press the Soutton to bring up the player options. From here you can challenge, view the player's career, send or read a private message, block or unblock, add or remove that player to or from your EA Messenger, or provide feedback about the user.

PLAYER CONNECTIONS

A Connection Bar is displayed next to a player's name in a lobby room. Green indicates a good connection; yellow, a medium connection; and red, a poor connection.

MOTE: If the Connection Bar is green, ping is less than 150 milliseconds. Yellow = ping is less than 350 milliseconds. Red = ping greater than 350 milliseconds.

EA SPORTS™ TALK

EA SPORTS Talk lets you talk to other players. EA SPORTS Talk is activated as soon as you connect to your opponent. The microphone icon represents its status.

A green microphone icon means a headset is detected on the other user's machine (whether ON/OFF). A red microphone icon means your headset is turned OFF or muted.

NOTE: EA SPORTS Talk supports the Logitech® USB headset, but does not support modem connections. To use EA SPORTS Talk, both players must have broadband connections.

NOTE: During gameplay, if your USB headset is plugged into your console, and you are not able to talk to your opponent:

- Your opponent may not have a USB headset connected to their console.
- Your opponent may be connecting to the Internet through a dial-up modem connection.
- You and your opponent may have a low quality connection to each other.

NOTE: NBA LIVE 2005 supports a USB keyboard for typing messages.

EA SPORTS™ TICKER AND MEDALLION

Stay up to date on the latest sports scores with the EA SPORTS Ticker. The ticker shows you the results of real games and scores of other sporting events. Keep an eye on the ticker for news and information from EA SPORTS.

The EA Medallion to the left of the ticker indicates your connection status. During regular network operation, the Medallion is green and the Network Activity Indicator on the right side of the Medallion flashes to indicate network transactions. A red Medallion indicates that you have been disconnected.

If you are disconnected from the network for any reason, the screen becomes gray, and you will be notified you have been disconnected.

EA™ MESSENGER

Keep track of your friends, challenge, chat, and offer feedback with the EA Messenger.

TO SEARCH/ADD A FRIEND:

Press the **②** button to open the EA Messenger and then press the **②** button again to search for friend. To add a friend, highlight his name and press the **③** button to bring up the player options, then select ADD TO EA MESSENGER. A Friend Request is sent to him. Once accepted, the friend is automatically added to your EA Messenger.

TO INITIATE A CHALLENGE OR CHAT:

Highlight your friend's name and press the S button in either the EA Messenger or in one of the chat rooms. You can only challenge or voice chat with one other player at a time. Press the R3 button to mute your friend during voice chat.

SINGLE AND GROUP MESSAGES

To send a message to another user, highlight his name and press the

button and then choose SEND MESSAGE. To send one message to multiple friends in your EA Messenger, highlight the friends and press the D-button ⇒ to flag them. Then press the button on any flagged friend and send a Group Message to all selected friends.

BLOCKING/FEEDBACK

You can block any player from corresponding with you in any way. You're also able to leave feedback—positive or negative—for any player. Please note that abusing the feedback system can result in action against your account.

DYNASTY MODE**

Build pro basketball's greatest franchise of all-time. For multiple seasons, you manage the roster; you coach the team; you play the games. Dynasty Mode operates on a year-round NBA calendar so be prepared to handle the duties on the court, as well as off it. After choosing a team and selecting your settings, Season One begins.

DYNASTY DEVELOPMENT

Starting from your first Training Session, use your Dynasty Points to improve player and team abilities. You can also use your points to hire specialist coaches and pay for scouting trips. Dynasty Points are awarded for accomplishing feats in the Task List (displayed after each game, season, and playoffs) during the current season.

PDA/ROSTER MANAGEMENT/GM'S DESK

Run your franchise with the help of the all-new PDA communication system. With the PDA, you'll receive valuable information from the league, players, and coaches that can help determine the success of your franchise.

Other than the PDA, most of the action off the court occurs from the Roster Management screen or the GM's Desk. From the Roster Management screen you can reorder rosters, view injury reports, sign, release, and trade players. Review your Manager's Statement, get the latest news from around the league, view upcoming free agents, and more from the GM's desk.

OFF-SEASON

After the playoffs, it's time for all GMs to evaluate their respective teams for the upcoming season. Be sure to use valuable information from your team scouts to help evaluate talent. Listen to their advice and study up on the incoming class before draft day. Making a wrong pick could set your franchise back a few years.

After the Rookie Draft is complete, you have the chance to bid on and offer contracts to free agents. Financial security is the main selling point to many of the players, but don't break the bank to sign them. Be sure to keep enough money in the budget in order to sign the key role players as well.

To manage your roster, you can also re-sign and release players from the lineup. After the free agent period ends and your roster is set, the new season begins.

NOTE: Be sure to save your Settings file often in order to store NBA points, NBA Store purchases, and Hall of Fame records.

NEW NBA ALL-STAR WEEKEND

The energy explodes off the court during the NBA All-Star Weekend. From the Rookie Challenge to the NBA All-Star game, prove yourself in each electrifying All-Star event.

There are four events during the NBA All-Star Weekend. Your first event pits the rookies against the sophomore players during the Rookie Challenge. After slamming and jamming with the league's newest talent, rip the back of the net during the 3 Point Shootout as you battle up to seven of the best long-range shooters in the league. Playing in a tournament format, you have 60 seconds to make as many shots (and score as many points) as you can. The winner moves on, the losers go home.

Next on the bill—the Slam Dunk Contest. Bust out your best Freestyle moves and wow the judges with an aerial assault that expresses your game like never before. Finally, show off your skills against the best players in the league during the NBA All-Star Game. It's East vs. West in this action-packed, winner-take-all game.

OTHER GAME MODES

SEASON

Play through the trials of a full NBA season. Set up a 29-, 58-, or 82-game season and make your run for the championship. You can play the season with any team using current NBA rosters, or assemble your team through a Fantasy Draft. You can even randomize your schedule or customize your league by switching up the teams in your division.

PLAYOFFS

Take part in the excitement of the NBA playoffs. You can participate in a traditional format or you can customize your tournament—with or without a Fantasy Draft.

I DNI 1

Schoolyard basketball hits the NBA. Prove yourself against anybody in a 1 on 1 showdown for ultimate bragging rights.

INDIVIDUAL PRACTICE/SLAM DUNK SCHOOL

Before you storm the court, work on your Freestyle moves in Individual Practice mode. The entire court is yours with no time limit. Once you've mastered your dunks, cross-overs, and ball-handling skills, break 'em out against live competition. Better yet, show off your new act during the NBA All-Star Weekend.

In Slam Dunk School, progress through the ranks of Beginner Practice, Alley-oop Practice, and Advanced Practice and perfect your skills along the way. You'll need to master the moves learned here before you can fully compete in the Slam Dunk Contest.

MY NBA LIVE

In My NBA LIVE, you can redeem Task List points (see p. 12) and buy gear from the NBA Store, enter codes from the NBA Lounge, or visit the EA SPORTS Hall of Fame.

OPTIONS/ TEAM MANAGEMENT

NOTE: With the exception of Saving and Loading, Task List, and Create Player, all other game settings/options listed in the Team Management and Options screens have been omitted from this game manual. Please follow the on-screen navigation menus for further instructions.

CREATE PLAYER (VIA TEAM MANAGEMENT SCREEN)

Create a player and bring him into the league. After your player is created, he is added to the Free Agent Pool. In order to add him to an NBA roster, the team must have an open roster slot. If not, you must release an active player on that team. The maximum number of players on a team roster is 15.

TASK LIST (VIA STATS CENTRAL SCREEN)

Complete any listed task during a game and earn NBA Store points. Your points can be redeemed at any time in the NBA Store.

SAUING AND LOADING

Don't let the hard work go to waste. Save your game settings and team rosters to a memory card before shutting down.

TO SAVE OR LOAD YOUR GAME SETTINGS/TEAM ROSTERS:

- From the Options screen, choose LOAD/SAVE. Highlight your save or load option and then
 press the button or the button. The save or load screen appears.
- Press the D-button
 \(\frac{1}{2}\) to highlight the file you want to save or load, and then press the button or the button.

NOTE: Never insert or remove a memory card when loading or saving files.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts. (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY CONTACT INFO

E-mail and Website: http://techsupport.ea.com

Phone: (650) 628-1900

EA Warranty Mailing Address: Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, CA 94063-9025

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts. P.O. Box 9025. Redwood City, CA 94063-9025.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: http://techsupport.ea.com

Mailing Address: Electronic Arts Technical Support, P.O. Box 9025, Redwood City, CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In Australia, contact: In the United Kingdom, contact:

Electronic Arts Pty. Ltd. Electronic Arts Ltd. P.O. Box 432 P.O. Box 181

Southport Qld 4215, Australia Chertsey, KT16 0YL, UK Phone (0870) 2432435

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM-8 PM. If you are under 18 years of age parental consent required.

Package Cover Photography: Icon Sports Media

Certain photographs @ 2004 Getty Images

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information, see www.us.playstation.com/DNAS.

© 2004 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted

designs and other forms of intellectual properties 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.

2004 NBA Properties, Inc. All Rights Reserved. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

PROOF OF PURCHASE
NBA LIVE 2005
1480505