

**NBA 2K11 PC manual**

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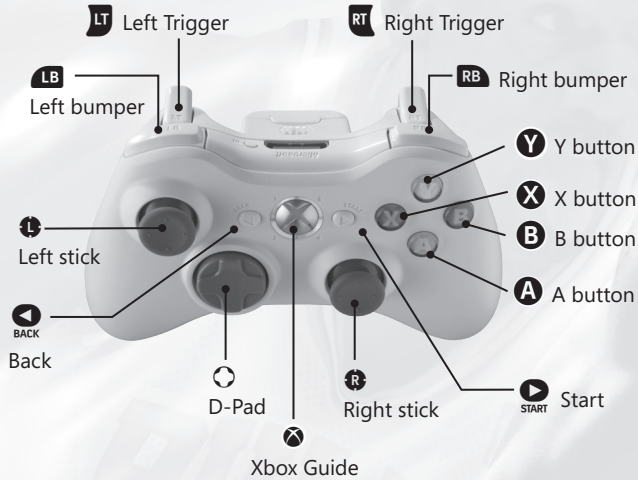
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# CONTROLS

This manual refers to the Microsoft® Xbox® 360 controller. Other gamepads can be used. Your controller may have different nomenclature for each button. Refer to your controller's documentation or the Game Controllers section of the Windows Control Panel.



XBOX 360 CONTROLLER	LOGITECH RUMBLE PAD 2	KEYBOARD
left stick	Left Stick	[A] / [S] / [D] / [W]
A	Button 2	[Spacebar]
B	Button 3	Numpad [0]
X	Button 1	Numpad [5]
Y	Button 4	Numpad [.] (period)
left trigger	Button 5	[Tab]
right trigger	Button 6	Numpad [+]
left bumper	Button 7	Left [⇧Shift]
right bumper	Button 8	Numpad [←Enter]
START	Button 10	[Esc]

Back	Button 9	[Pg Up]
D-Pad	D-Pad	[1] / [2] / [3] / [4]
right stick	Right Stick	Numpad [2] / [4] / [6] / [8]

## Menu Controls

Navigate Menus	Left stick
2K Nav Menu	Right stick
Select option	A
Return to previous menu	B

## Game Controls

**NBA 2K11** offers alternate control schemes. These control tables list the default control scheme. You can change between the three control schemes via the Options menu. See the on-screen instructions for the different controls.

## Regular Control

OFFENSE & DEFENSE	
Move player	Left stick
Shot Stick	Right stick
Pass	A
Touch Pass	A after pass, but before catch
Fake Pass	B
Pump Fake	X (tap)
Shoot	X (press)
Hopstep	Y
Rebound	Y (when ball is in air)
Dribble / Shot Modifier	LT
Sprint	RT

Positional Plays/Pick Ctrl	<b>LB</b>
Icon Pass	<b>RB</b>
Pause	<b>START</b>
ADVANCED OFFENSE	
Positional Playcall	Tap <b>LB</b> , tap desired teammate's player icon, choose play from menu
Send Teammate on Cut	Tap <b>LB</b> , tap desired teammate's player icon, move <b>right stick</b> in direction you want him to cut
Pick Control	Hold and release <b>LB</b> to call for a Pick and Roll (press <b>LB</b> again to have the screener slip); hold <b>LB</b> until the screener gets set for a Pick and Pop
Icon Pick Control	Tap <b>LB</b> , hold player icon of desired screener: release early for Pick and Roll, hold longer for Pick and Pop
Alley-oop	<b>LT</b> + <b>B</b>
Off-glass Alley-oop	<b>LT</b> + <b>B</b> button, with trailing teammate
Give and Go	<b>LT</b> + <b>A</b>
Rolling Inbound	<b>LT</b> + <b>A</b> during baseline inbounds
Putback Dunk or Layup	<b>RT</b> + <b>X</b> button
Hop / Signature Gather	<b>Y</b> from a stand dribble
Hopstep Back	Move <b>left stick</b> away from basket + <b>Y</b>
Normal Hopstep	<b>Y</b> while dribbling toward basket (between close- and mid-range)
Lateral Hopstep	<b>Y</b> while dribbling across basket
Hopstep Spin	<b>RT</b> + <b>Y</b> while dribbling toward basket (between close- and mid-range)
Pass Stick	Tap or hold <b>RB</b> , move <b>right stick</b> to pass

Total Control Passing	Tap <b>RB</b> , hold player icon of desired receiver, move receiver with <b>left stick</b> , release player icon to pass (Total Control Passing option must be enabled in the Controller Settings menu)
Off-ball Player Lock	Tap <b>LB</b> , press player icon of teammate you want to control, then tap <b>RB</b>

## Keyboard Controls

OFFENSE	
Move Up	<b>W</b>
Move Down	<b>S</b>
Move Left	<b>A</b>
Move Right	<b>D</b>
Sprint	<b>Numpad</b> <b>←Enter</b>
Pass	<b>Spacebar</b>
Shoot	<b>Numpad</b> <b>5</b>
Crossover	<b>Numpad</b> <b>0</b>
Double Cross	<b>Numpad</b> <b>0</b> (press twice)
Spin	<b>Numpad</b> <b>.</b> (period)
Behind the Back	<b>Numpad</b> <b>.</b> (period) (press twice)
Shot Stick (up)	<b>Numpad</b> <b>8</b>
Shot Stick (down)	<b>Numpad</b> <b>2</b>
Shot Stick (left)	<b>Numpad</b> <b>4</b>
Shot Stick (right)	<b>Numpad</b> <b>6</b>
Dual Player Control	<b>Tab</b>
Icon Pass	<b>Numpad</b> <b>+</b>
On-the-Fly Coaching	<b>1</b> / <b>2</b> / <b>3</b> / <b>4</b>
Timeout	<b>Pg Up</b>
Pause	<b>Esc</b>

## Shot Stick

Pump Fake	Move <b>right stick</b> in any direction, then immediately back to center
Up & Under /Stepthru	Perform a Pump Fake while holding <b>LT</b> , then move <b>right stick</b> again before the Pump Fake finishes
Jumpshot	Move and hold <b>right stick</b> to begin shot, release to shoot
Fadeaway	Move <b>left stick</b> away from basket + <b>right stick</b> while standing
Drifter	While dribbling across basket, <b>right stick</b> in direction of player's movement
Spin Jumper	While dribbling across basket, <b>right stick</b> in opposite direction of player's movement
Stepback Jumper	While dribbling across basket, <b>right stick</b> away from basket
Runner	While dribbling toward basket, <b>right stick</b> away from basket (between close- and mid-range)
Leaner	While dribbling toward basket, <b>right stick</b> away from basket (between 3-pt. and mid-range distance)
Layup Straight	While dribbling toward basket, <b>right stick</b> toward basket
Layup Left / Right	While dribbling toward basket, <b>right stick</b> to left or right of basket
Layup Reverse	While dribbling toward basket along baseline, <b>right stick</b> toward baseline
Euro Step Layup	While dribbling toward basket, <b>right stick</b> toward basket + <b>LT</b>
Hop Step Layup Left or Right	While dribbling toward basket, <b>right stick</b> to left or right of basket + <b>LT</b>
Spin Layup	While dribbling toward basket, <b>right stick</b> away from basket + <b>LT</b>
Normal / Signature Dunk	While dribbling toward basket and holding <b>RT</b> , <b>right stick</b> toward basket
Rim Hang Dunk	While dribbling toward basket and holding <b>RT</b> , <b>right stick</b> to right of basket

Hop / Euro Step Dunk	While dribbling toward basket and holding <b>RT</b> , <b>right stick</b> to left of basket
Reverse / Spin Dunk	While dribbling toward basket and holding <b>RT</b> , <b>right stick</b> away from basket
Midair Change Shot	To change from a dunk to a layup in midair, start a dunk, then move <b>right stick</b> in direction you want to layup after takeoff
Shot Branching	After starting a Hop Step or Spin dunk / layup, move <b>right stick</b> back to center, then issue a second Shot Stick command before the gather ends to branch to various finishes
Shot Button	To trigger advanced shots using the Shot Button, move <b>left stick</b> instead of <b>right stick</b> as directed above just before pressing <b>X</b>

## IsoMotion™

Sizeup	From a stand dribble, hold <b>LT</b> and move <b>left stick</b> toward basket
Sizeup Left / Right	From a stand dribble, hold <b>LT</b> and move <b>left stick</b> to player's left / right
Sizeup Back	From a stand dribble, hold <b>LT</b> and move <b>left stick</b> away from basket
Hesitation	From a stand dribble, tap <b>LT</b>
Hesitation to Go	Perform a Hesitation move, then <b>left stick</b> toward basket on ball side
Hesitation Cross	Perform a Hesitation move, then <b>left stick</b> toward non-ball hand
Crossover	Hold <b>LT</b> + move <b>left stick</b> toward non-ball hand
Double Cross	Hold <b>LT</b> + move <b>left stick</b> toward non-ball hand, then back toward ball hand rhythmically
In and Out	Hold <b>LT</b> + move <b>left stick</b> toward non-ball hand, then immediately back toward ball hand
Spin	Hold <b>LT</b> + rotate <b>left stick</b> in a full circle, from ball hand to opposite hand (going around player's back)

Half Spin	Hold <b>LT</b> + rotate <b>left stick</b> in a half-circle, from ball hand to opposite hand, then rotate <b>left stick</b> back toward dribble hand
Behind Back	Rotate <b>left stick</b> in a full circle, from ball hand to opposite hand (going around player's back)
Stepback	While driving, press and hold <b>LT</b> + move <b>left stick</b> away from player's movement direction
Stepback and Go	Perform a Stepback, then move <b>left stick</b> toward basket on ball side
Stepback to Cross	Perform a Stepback, then move <b>left stick</b> toward non-ball hand

## On-ball Defense

Aggressive Block	Hold <b>RT</b> + press <b>Y</b>
Hands Up	Move <b>right stick</b> away from ball handler
Take Charge	Move <b>right stick</b> to left or right of ball handler
Cutoff Move	Hold <b>LT</b> + move <b>right stick</b> in direction you want to cutoff
Hard Foul	Hold <b>RT</b> + move <b>right stick</b> toward shooter
Intentional Foul	Hold <b>RT</b> + move <b>right stick</b> toward ball handler
Double Team	Tap <b>LB</b> to bring up player icons, press icon of teammate you want to double with (normal press of <b>LB</b> auto-selects double-teamer)

## Triple Threat

Protect Ball	With ball and unused dribble, hold <b>LT</b> + move <b>left stick</b> away from basket
Jab Step	With ball and unused dribble, hold <b>LT</b> + move <b>left stick</b> toward player's left or right side
Launch Left / Right	Perform a Jab Step, then immediately release <b>LT</b> + move <b>left stick</b> left or right
Spin Launch	From Protect Ball stance, release <b>LT</b> + move <b>left stick</b> opposite player's facing direction

## Post Play

OFFENSE (ON-BALL)	
Backdown	While engaged in the post, dribbling or holding the ball with a live dribble, more <b>left stick</b> toward defender
Faceup	While engaged in the post with ball in both hands, move <b>left stick</b> away from defender
Faceup Jumpshot	Faceup the post defender, then move the <b>right stick</b> to shoot
Shimmy Left / Right	While engaged in the post with ball in both hands, quickly move the <b>right stick</b> toward player's left or right
Single Shimmy Shot Left	While engaged in the post with or without a live dribble, quickly move <b>right stick</b> to player's right, then left, side
Single Shimmy Shot Right	While engaged in the post with or without a live dribble, quickly move <b>right stick</b> to player's left, then right, side
Double Shimmy Shot Left	While engaged in the post with or without a live dribble, quickly move <b>right stick</b> to player's left side two times
Double Shimmy Shot Right	While engaged in the post with or without a live dribble, quickly move <b>right stick</b> to player's right side two times
Pump Fake	While engaged in the post with ball in both hands, hold <b>LT</b> + quickly move <b>right stick</b> toward player's left or right
Up & Under	Perform a Pump Fake, release <b>LT</b> , then move <b>right stick</b> to the side you want to finish on
Running Hook	After facing up, drive across the paint and move <b>right stick</b> toward basket
Running Fade	After facing up, drive across the paint and move <b>right stick</b> away from basket
Running Spin Shot	After facing up, drive across the paint and move <b>right stick</b> in opposite direction of player's movement
Running Floater	After facing up, drive across the paint and move <b>right stick</b> in same direction as player's movement



Jump Hook Left / Right	While engaged in the post close to the basket, move <b>right stick</b> toward player's left or right side
Jump Fade Left / Right	While engaged in the post further away from the basket, move <b>right stick</b> toward player's left or right side
Dropstep	While engaged in the post, dribbling or holding the ball with a live dribble, move <b>left stick</b> toward the baseline and press <b>RT</b>
Stepthru	While engaged in the post, dribbling or holding the ball with a live dribble, move the <b>left stick</b> toward the paint + press <b>RT</b> or <b>LT</b>
Quick Spin	While engaged in the post, dribbling or holding the ball with a live dribble, move the <b>left stick</b> toward player's left or right + press <b>LT</b>
Pump Fake to Hopstep Spin (same side)	While engaged in the post, holding the ball with a live dribble, perform a Pump Fake; once the Pump Fake starts, press <b>Y</b>

### DEFENSE (ON-BALL)

Post Steal	<b>X</b> while engaged in the post
Post Take Charge	<b>B</b> while engaged and being backed down

## Off-ball Controls

OFFENSE	
Call for Ball	<b>A</b>
Set Screen	Hold <b>B</b>
Call for Screen	Hold <b>LB</b>
Off-ball Cut	<b>Right stick</b> in direction of desired cut
Perimeter Seal	While next to defender on the perimeter, press <b>LT</b> (Sealing allows for easier catch)
Post Engage	With back to defender, press and hold <b>LT</b>
Post Spin Out for Lob	While engaged in the post, release <b>LT</b> + move <b>left stick</b> to defender's right or left
Post Battle for Position	Move <b>left stick</b> toward defender in post, hold <b>LT</b> to back down or <b>RT</b> to lunge back

## DEFENSE

Post Engage	<b>LT</b> while next to offensive player
Deny Ball	While next to offensive player, move <b>right stick</b> toward him
Cut Off / Flop	Press <b>B</b> button after opponent's Lunge move
Fight for Position in Post	Hold <b>LT</b> + <b>left stick</b> toward opponent
Deny / Front Post	While engaged in the post, hold <b>LT</b> + move <b>left stick</b> left, right or toward opponent
Steal Post Entry Pass	While engaged in the post, hold <b>LT</b> and press <b>X</b> when ballhandler starts to pass into post
Flop	While engaged in the post, hold <b>LT</b> and press <b>B</b> after opponent's Lunge move

## ON THE FLY COACHING

Basketball is a fast moving game and you need to deploy your strategies in real time. Use **O** to bring up the On the Fly Coaching menu and get your team ready to go.

### Quick Games

CONTROL	OFFENSE	DEFENSE
	Heat Check	Player Matchups
	Offensive Plays	Defensive Sets
	Coaching Settings	Coaching Settings
	Substitutions	Substitutions
	Timeout	Intentional Foul
	Pause	Pause

## Team-up and Crews

CONTROL	OFFENSE	DEFENSE
	Heat Check	Heat Check
	Offensive Plays	Defensive Sets
	Camera Change	Camera Change
	Substitutions	Substitutions
	Timeout	Intentional Foul
	Quit	Quit

- Only Point Guards can call plays or change defensive sets.
- Individuals can only sub-in a player for themselves during regular gameplay.

## Pick-up Games

CONTROL	OFFENSE	DEFENSE
	Heat Check	Heat Check
	Camera Change	Camera Change
	not used	Intentional Foul
	Quit	Quit

- There are no substitutions in Pick-Up games.

## PROFILES

Once the game loads, you will be at the **NBA 2K11** Title screen. Press **START** to head to the Quick Game screen. The first time you turn on **NBA 2K11**, the game will prompt you to create a profile.

### Create a Profile

**NBA 2K11** uses a profile to track stats, trophies, and progress through the game. To create a profile, use your **keyboard** to enter text, or use or to highlight letters on the virtual keyboard and to select each letter.

## MAIN MENU

Once the game is loaded and your profile is created, you will find yourself at the Quick Game screen. Use your **mouse / keyboard** or **right stick** to bring up the Main Menu.

**Quick Game** – Just start playing! Use your **mouse / keyboard** to make selections, or / to select your team, and / to choose uniforms. Select any of the current NBA Teams or play as one of the legendary Chicago Bulls teams from years past. Settle that argument over who dominates, the old Bulls or the new Lakers.

**Michael Jordan** – The **Jordan Challenge** is a 10-game contest to relive the winning plays MJ performed during his incredible career. The **Classic Bulls Teams** lets you suit up as one of the Bulls teams from the 80s or 90s. Select **My Jordans** once you unlock a pair of MJ's classic Air Jordan shoes. Unlock **MJ: Creating a Legend** when you stick every move in the 10-game Jordan Challenge.

**Game Modes** – Choose the **Association** to run your own NBA team. **NBA Blacktop** takes the game to the streets. Join the **Online Leagues**. Make it quick and go right to the **Playoffs** or play a whole **Season**. Create your own game **Situation**. Learn the finer points of the game by completing **Practice** mode. Do you have the skills to pull off the game's toughest moves?

**My Player** – Take control of an NBA Rookie and lead him to greatness. Build your player's ratings by earning skill points in games and drills. The harder you play, the faster your player will improve.

**Team-Up** – A crew is an online club team started by you and your friends. Use created players from **My Player** or one of the NBA teams. Then dominate other crews during online play. **NBA 2K11** tracks all game stats so you'll see how your crew ranks.

**Manage Rosters** – Select **Rosters**, **Rotations**, **Situationals**, **Tendencies**, **Playbooks**, **Create Player**, **Create Team**, or **Draft Class**.

**Features** – Check out the **Living Rosters**, **Leaderboards** and **VIP Viewer**; configure the **2K Sports Ticker**; adjust in-game music with **2K Beats**; get **Extras**; share created players, rosters, draft classes and slider settings via **2K Share**; and make highlights with **2K Reelmaker**.

**Options** – Customize gameplay, rules, presentation settings, and controller setup, and save and load your game settings, profiles, rosters, sliders, and defaults.



## GAME FEATURES

**Jordan Challenge** – Take the **Jordan Challenge** by reenacting 10 of his greatest games. Recreate Jordan's winning plays or scores for each epic game to unlock **MJ: Creating the Legend**, where you reenact Jordan's career from rookie draft pick all the way to the pinnacle of NBA stardom.

**My Jordans** – Athletic feats and time in gameplay win you Air Jordan shoes that empower you with various bonus attributes depending on which pair you wear.

**My Career** – In **My Player**, you create your custom rookie NBA hopeful right down to position and play style. Then shape his NBA future on court and off with the new **My Career** feature. Press conferences, endorsements, trade deals and magazine cover photos affect his stardom. How your player acts influences his teammate chemistry and fan popularity.

**NBA Blacktop** – Now featuring an all new **Sprite Slam Dunk Showdown**.

**New Advanced Controls, Shot Branching and IsoMotion™ Dribbling** – The **Shot Branching** system allows you to make precision airborne shot adjustments while the ground war gets new **IsoMotion™ Dribbling** controls.

**Trade Finder & Player Finder** – Want to avoid the hassles of trading? Using **Trade Finder**, you can pick the player you want and get an instantly valid offer. Or use **Player Finder** to launch a super-refined search for a new addition to the team.

**Tendencies** – Anticipate and/or customize the on-court actions of all NBA players using the real-world **Tendencies** feature.

**NBA Today 2.0** – Hear real NBA scores and player stats along with your own half-time show highlights.

**Classic Teams** – In addition to all the current NBA Teams, play as classic teams from the 1980s and 1990s, including:

- Chicago Bulls 1985-86, 1989-90, 1994-95, 1995-96, 1996-97
- Boston Celtics 1985-86
- Cleveland Cavaliers 1989-90
- Atlanta Hawks 1989-90
- Los Angeles Lakers 1990-91
- Portland Trailblazers 1991-92

- Detroit Pistons 1989-90
- New York Knicks 1994-95
- Seattle Sonics 1995-96
- Utah Jazz 1996-97, 1997-98

**Please note** that all described online features are scheduled to be available until **November 2011**, though we reserve the right to modify or discontinue online features on 30 days notice. Check [www.2ksports.com/serverstatus](http://www.2ksports.com/serverstatus) for details.

## PAUSE MENU

Press **START** during the game to bring up the Pause menu, which offers the following options:

**Resume** – Get back into the game.

**Replay** – View the replay of the exciting action on the court.

**Coaching** – Make substitutions, look at player match-ups, call for double teams / pressure D, edit settings, and review your playbook.

**Game Stats** – See the Team Stats, Box Score, Gametrack, and check out injuries.

**Options** – Customize gameplay, rules, presentation settings, and controller setup.

**Quit** – Quit the game to the Main Menu or start over with a quick rematch.

## PERFORMANCE TIPS

### System Requirements

To play the game correctly, you must ensure that your PC meets the Minimum Requirements listed on the game's packaging. Before contacting product support, check that your system hardware meets all the requirements listed.

### Video and Sound Drivers

Outdated video and audio drivers can negatively affect your gaming experience with **NBA 2K11**. If you experience issues with the game, make sure your drivers are updated. Refer to the documentation supplied with your PC to find out how to update the drivers.

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