

XBOX ONE



NBA 2K19



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⚠ WARNING Before playing this game, read the Xbox One system, 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.

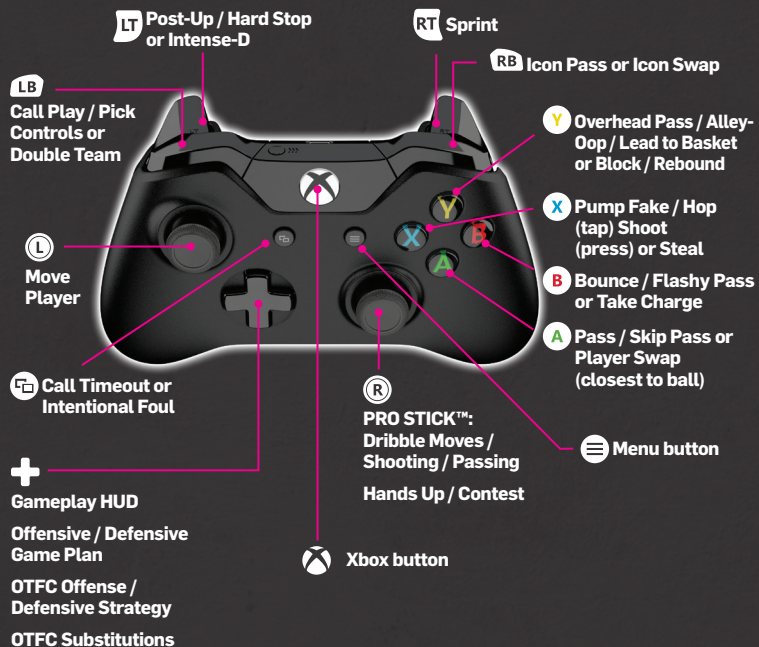


Product Support:
<http://support.2k.com>

Please note that NBA 2K19 online features are scheduled to be available until **December 31, 2020** though we reserve the right to modify or discontinue online features without notice. Visit www.nba2k.com/status for more information.

GAME CONTROLS

XBOX ONE WIRELESS CONTROLLER



XBOX ONE WIRELESS CONTROLLER

Basic Offense	Control	Basic Defense
Move Player	L	Move Player
PRO STICK™: Dribble Moves / Shooting / Passing	PRO STICK™	Hands Up
Post-Up / Protect / Hard Stop	LT	Intense-D
Sprint	RT	Sprint
Call Play / Pick Controls	LB	Double Team
Icon Pass	RB	Icon Swap
Pass (tap) / Skip Pass (press and hold)	A	Player Swap (closest to ball)
Bounce Pass (tap), Flashy Pass (double tap), Handoff/Pitch Pass (press and hold)	B	Take Charge
Shoot (press)	X	Steal (press)
Pump Fake / Hop (tap)	X	Intentional Foul (hold)
Spin Gather (double tap)	X	
Overhead Pass (tap), Alley-Oop (double tap), Lead to Basket (press and hold)	Y	Block / Rebound
Gameplay HUD	+	Gameplay HUD
Offensive Game Plan	↔	Defensive Game Plan
OTFC Offense Strategy	↺	OTFC Defensive Sets
OTFC Substitutions	↻	OTFC Substitutions

ADVANCED OFFENSE

Action	Input
Pick Control	Press and hold LB . Use RB to choose Roll vs. Fade and press Y to choose pick side
Bounce Pass	Tap B
Overhead Pass	Tap Y
Flashy Pass	Double-tap B
Alley-Oop	Double-tap Y
Handoff / Pitch Pass	Press and hold B , to make the selected receiver cut to the ball handler, release B to pass the ball
Lead to Basket Pass	Press and hold Y to force the selected teammate to make a basket cut, wait for him to get in range or release Y to force the pass early
Fake Pass	Y + B (while standing or driving)
Jump Pass	X + A
Give & Go	Press and hold A to retain control of passer, release A to pass the ball back to him
Putback Dunk / Layup Finish Alley-Oop (when controlling receiver)	Hold X
PRO STICK™ Pass	RB + B
Call Timeout	View button

ADVANCED DEFENSE

Action	Input
Move	Y
Fast Shuffle	LT + RT + Y
Steal	Tap X
Block	Y
Rebound	Y (ball in air)
Chuck / Grab	Tap B
Take Charge	Hold B
Flop	Double-tap B
Ball Denial	Hold LT when near opponent
Intense Defense	Hold LT
Crowd Dribbler	Hold LT and move Y towards the dribbler
Contest	Quickly move and release B
Hands Up	Hold B
Deny Hands Out	Hold B (while playing offball defense)
Double Team	Hold LB
Icon Double Team	Tap LB , then press and hold desired double teamer's action button

PRO STICK™

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

PRO STICK™: SHOOTING

Action	Input
Jump Shot	Move and Hold Ⓢ in any direction (toward hoop for bank shot)
Pump Fake	Start a jump shot, then quickly release Ⓢ
Runner / Floater (driving mid-range)	Hold Ⓢ down
Hop Gather	Tap Ⓢ while standing or driving (Ⓢ determines direction of hop)
Spin Gather	RT + Double tap Ⓢ while standing or driving
Normal Layup (driving to hoop)	Hold Ⓢ left, right, or up while driving (Ⓢ direction determines finish hand)
Euro Step Layup (driving to hoop)	Double tap Ⓢ while holding Ⓢ toward off hand
Cradle Layup (driving to hoop)	Double tap Ⓢ while holding Ⓢ toward ball hand
Reverse Layup (driving along baseline)	Hold Ⓢ in the direction of the hand closest to the baseline
2-Hand Dunks (driving to hoop)	RT + Hold Ⓢ up
Dominant / Off-Hand Dunk (driving to hoop)	RT + Hold Ⓢ left or right to dunk with that hand
Flashy Dunks (driving to hoop)	RT + Hold Ⓢ down
Step Through	Pump fake, then hold Ⓢ again before pump fake ends

PRO STICK™: DRIBBLING

Action	Input	Context
Triple Threat Jab Step	Tap Ⓢ Left/Right/Up	Triple Threat
Triple Threat Pump Fake	Tap Right Stick down	Triple Threat
Triple Threat Hesitation	RT + Tap Ⓢ left or right	Triple Threat
Triple Threat Size-up	RT + Tap Ⓢ up	Triple Threat
Triple Threat Spinout	Rotate Ⓢ then quickly return to neutral	Triple Threat
Triple Threat Stepback	RT + Tap Ⓢ down	Triple Threat
Signature Size-up Combo	Tap Ⓢ up	Dribbling
Hesitation (quick)	Tap Ⓢ right (when dribbling with right hand)	Dribbling
Hesitation (escape)	RT + Tap Ⓢ toward ball hand	Dribbling
In and Out	RT + Tap Ⓢ up	Dribbling
Crossover (front)	Tap Ⓢ left (when dribbling with right hand)	Dribbling
Crossover (between legs)	RT + Tap Ⓢ left (when dribbling with right hand)	Dribbling
Cross to Hesitation Escape	Perform a Crossover, Between Legs Cross, or Behind Back move then quickly chain into a Hesitation before the ball switches hands.	Dribbling
Behind Back	Tap Ⓢ down	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	RT + Tap Ⓢ down	Dribbling

POST MOVES (PRESS **RT** TO POST UP)

Action	Input
Quick Spin / Hook Drive	Rotate R
Fakes	Tap R left/right/down
Change Facing	Tap R up
Post Hop	Hold L to the left or right away from hoop, then tap X
Post Stepback	Hold L away from hoop, then tap X
Dropstep	Hold L to the left or right toward hoop, then tap X

POST SHOTS (PRESS **RT** TO POST UP)

Action	Input
Post Hook (close range)	R up (with L neutral)
Shimmy Hook (close range)	RT + R up (with L neutral)
Post Fade (beyond close range)	R down left or right
Post Layup	R up (while L is toward the hoop)
Shimmy Fade (beyond close range)	Hold RT then move R down left or right (with L neutral)
Pump Fake	Start a shot listed above then move R to neutral
Up & Under / Step Through	Pump fake, then R again before pump fake ends

DEFENSIVE CONTROLS

Action	Input	Context
Move	L	Any
Fast Shuffle	RT + RT + L	Any
Steal	Tap X	Any
Block	Y	Any
Rebound	Y (ball in air)	Any
Chuck / Grab	Tap B	Any
Take Charge	Hold B	Any
Flop	Double-tap B	Onball Defense
Intense-D	Hold RT	Onball Defense
Crowd Dribbler	Hold RT + Move L towards the dribbler	Onball Defense
Contest	Tap R	Onball Defense
Hands Up	Hold R in any direction	Onball Defense
Deny Ball	Hold R in any direction	Offball Defense
Double Team	RT	Any
Pull Chair	Tap L away from player backing down	Post defense

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BALANCE CALCULATION: You can access and view your available VC and VG in your User Account when logged into your User Account. Licensor reserves the right, in its sole discretion, to make all calculations regarding the available VC and VG in your User Account. Licensor further reserves the right, in its sole discretion, to determine the amount of and manner in which

VC is credited and debited from your User Account in connection with your purchase of VG or for other purposes. While Licensor strives to make all such calculations on a consistent and reasonable basis, you hereby acknowledge and agree that Licensor's determination of the available VC and VG in your User Account is final, unless you can provide documentation to Licensor that such calculation was or is intentionally incorrect.

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EQUIVOCAL 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 to any of this Agreement, including temporary and permanent injunctive relief, in addition to any other available remedies.

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You shall be responsible and liable to Licensor and any and all of its affiliates, officers, directors, and employees for 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.

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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. However, if you are a resident of a European Union member state, you will benefit from any mandatory

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