



NINTENDO
SWITCH™

LA-H-AQNYA-USA



NBA 2K19





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.

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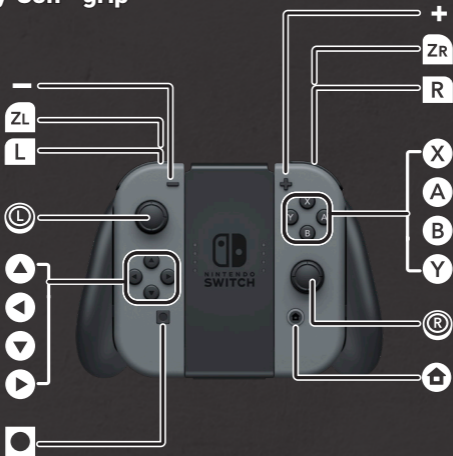
Product Support:
<http://support.2k.com>

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.

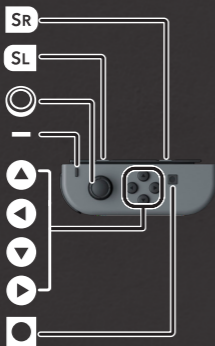
CONTROLLERS

This manual refers to the Joy-Con™ grip and the Joy-Con™ (L) and Joy-Con™ (R) used in the horizontal position.

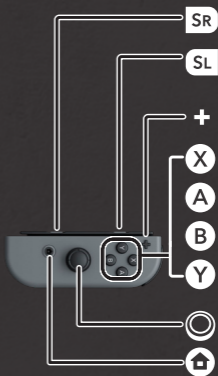
Joy-Con™ grip



Joy-Con™ (L)













Joy-Con™ (R)



DEFAULT CONTROLS

Joy-Con™ grip

| Action | Control |
|--|---|
| Move Player |  |
| Sprint |  |
| Icon Pass or Icon Swap |  |
| Post-Up or Intense-D/Defensive Assist/Hard Stop |  |
| Lob Pass/Alley-Oop or Block/Rebound |  |
| Dribble Moves/Shooting/Passing or Steal/Hands Up/Contest |  |
| N/A | Press  |
| Bounce/Flashy Pass or Take Charge |  |
| Pass/Touch Pass or Player Swap(Closest to ball) |  |
| Call Play/Pick Controls or Double Team |  |
| Call Timeout or Intentional Foul | — |
| Pause | + |

DEFAULT CONTROLS

Joy-Con™

| Action | Joy-Con™ (L) | Joy-Con™ (R) |
|---|--------------|--------------|
| Move Player | | |
| Sprint | | |
| Icon Pass or Icon Swap | No Control | No Control |
| Post-Up or Intense-D/ Defensive Assist Protect/ Hard Stop | | |
| Lob Pass/Alley-Oop or Block/ Rebound | | |
| Dribble Moves/Shooting/ Passing or Steal/Hands Up | No Control | No Control |
| N/A | Press | Press |
| Bounce/Flashy Pass or Take Charge | | |
| Pass/Touch Pass or Player Swap(Closest to ball) | | |
| Call Play/Pick Controls or Double Team | No Control | No Control |
| Call Timeout or Intentional Foul | No Control | No Control |
| Pause | - | + |

CONTROLS

Joy-Con™ grip

| Basic Offense | Control | Basic Defense |
|--|---|---|
| Move Player |  | Move Player |
| PRO STICK: Dribble Moves/Shooting/Passing |  | Steal/Hands Up |
| Post Up /Protect/Hard Stop |  | Intense-D/Defensive Assist |
| Sprint |  | Sprint |
| Call Play/Pick Controls |  | Defensive Adjustments/ Double Team |
| Icon Pass |  | Icon Swap |
| Pass/Touch Pass |  | Player Swap(closest to ball) |
| Bounce Pass(tap), Flashy Pass(double tap) |  | Take Charge |
| Shoot (press), Pump Fake/Hop Gather(Tap), Spin Shot(double tap) |  | Steal(press), Intentional Foul(hold) |
| Lob Pass(tap), Alley-Oop (double tap) |  | Block/Rebound |
| Gameplay HUD |  | Gameplay HUD |
| Offensive Game Plan |  | Defensive Game Plan |
| OTFC Offense Strategy |  | OTFC Defensive Sets |
| OFTC Substitutions |  | OTFC Substitutions |

CONTROLS


Joy-Con™

| Basic Offense | Joy-Con™ (L) | Joy-Con™ (R) | Basic Defense |
|---|---|---|--------------------------------------|
| Move Player |  |  | Move Player |
| PRO STICK: Dribble Moves/Shooting/ Passing | No Control | No Control | Steal/Hands Up |
| Post Up /Protect/ Hard Stop |  |  | Intense-D/Defensive Assist |
| Sprint |  |  | Sprint |
| Call Play/Pick Controls | No Control | No Control | Defensive Adjustments/Double Team |
| Icon Pass | No Control | No Control | Icon Swap |
| Pass/Touch Pass |  |  | Player Swap(closest to ball) |
| Bounce Pass(tap), Flashy Pass(double tap) |  |  | Take Charge |
| Shoot (press), Pump Fake/Hop Gather(Tap), Spin Shot(double tap) |  |  | Steal(press), Intentional Foul(hold) |
| Lob Pass(tap), Alley-Oop (double tap) |  |  | Block/Rebound |
| Gameplay HUD | No Control | No Control | Gameplay HUD |
| Offensive Game Plan | No Control | No Control | Defensive Game Plan |
| OTFC Offense Strategy | No Control | No Control | OTFC Defensive Sets |
| OFTC Substitutions | No Control | No Control | OTFC Substitutions |

ADVANCED OFFENSE























Joy-Con™ grip







| Action | Control |
|---|--|
| Pick Control | Press and hold L . Use R to choose Roll vs. Fade and press L to choose pick side |
| Bounce Pass | Tap A |
| Overhead/Lob Pass | Press and hold L . Use R to choose Roll vs. Fade and press L to choose pick side |
| Flashy Pass | Double-Tap A |
| Alley-Oop | Double-Tap X |
| Dribble Pitch/Handoff | Press and hold A to bring the selected teammate to the ball, wait for him to get into handoff range or release A to force the pass early |
| Lead to Basket Pass | Press and hold X to force the selected teammate to make a basket cut, wait for him to get in range or release X to force the pass early |
| Fake Pass | X + A |
| Jump Pass | Y + B |
| Give & Go | Press and hold B to retain control of passer, release B to pass the ball back to him |
| Putback Dunk/Layup, Finish Alley-Oop(when controlling receiver) | Hold Y |

| Action | Control |
|----------------|---|
| PRO STICK Pass | R +  |

ADVANCED OFFENSE











Joy-Con™





| Action | Joy-Con™ (L) | Joy-Con™ (R) |
|---------------------------|--|--|
| Positional Playcall | No Control | No Control |
| Overhead/ Lob Pass |  |  |
| Flashy Pass | Double-Tap  | Double-Tap  |
| Alley-Oop | Double-Tap  | Double-Tap  |
| Dribble Pitch/ Handoff | Press and hold  to bring the selected teammate to the ball, wait for him to get into handoff range or release  to force the pass early | Press and hold  to bring the selected teammate to the ball, wait for him to get into handoff range or release  to force the pass early |
| Lead to Basket Pass | Press and hold  to force the selected teammate to make a basket cut, wait for him to get in range or release  | Press and hold  to force the selected teammate to make a basket cut, wait for him to get in range or release  |
| Fake Pass |  +  |  +  |
| Jump Pass |  +  |  +  |

| Action | Joy-Con™ (L) | Joy-Con™ (R) |
|--|--|--|
| Give & Go | Press and hold  to retain control of passer, release  to pass the ball back to him | Press and hold  to retain control of passer, release  to pass the ball back to him |
| Putback Dunk/Layup, Finish Alley-Oop (when controlling receiver) | Hold  | Hold  |
| PRO STICK Pass | No Control | No Control |

ADVANCED DEFENSE













Joy-Con™ grip

| Action | Control |
|--------------|---|
| Move |  |
| Fast Shuffle |  +  +  |
| Steal | Tap  |
| Block |  |
| Rebound |  (ball in air) |
| Chuck/Grab | Tap  |
| Take Charge | Hold  |
| Flop | Double-tap  |

| Action | Control |
|------------------|---|
| Ball Denial | Hold  when near opponent |
| Intense Defense |  |
| Contest | Quickly move and release  |
| Crowd Dribbler | Hold  |
| Hands Up | Hold  |
| Deny Hands Out | Hold  (while playing offball defense) |
| Double Team | Press and hold  |
| Icon Double Team | Tap  then press and hold desired double teamer's player icon |

ADVANCED DEFENSE

Joy-Con™

| Action | Joy-Con™ (L) | Joy-Con™ (R) |
|--------------|---|---|
| Move |  |  |
| Fast Shuffle |  +  +  |  +  +  |
| Steal | Tap  | Tap  |
| Block |  |  |
| Rebound |  (ball in air) |  (ball in air) |
| Chuck/Grab | Tap  |  |

| Action | Joy-Con™ (L) | Joy-Con™ (R) |
|------------------|--------------------------------------|--------------------------------------|
| Take Charge | Hold ▶ | Hold X |
| Flop | Double-tap ▶ | Double-tap X |
| Ball Denial | Hold SL when near an opponent | Hold SL when near an opponent |
| Intense Defense | SL | SL |
| Crowd Dribbler | Hold SL when near an opponent | Hold SL when near an opponent |
| Contest | No Control | No Control |
| Hands Up | No Control | No Control |
| Deny Hands Out | No Control | No Control |
| Double Team | No Control | No Control |
| Icon Double Team | No Control | No Control |

PRO STICK™

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

PRO STICK™: SHOOTING

Joy-Con™ grip

















| Action | Control |
|-----------|--|
| Jump Shot | Move and hold Ⓒ straight down (straight up for bank shot) |
| Pump Fake | Start a jump shot, then quickly release Ⓒ |

| Action | Control |
|---|---|
| Runner/Floater(driving mid-range) | Hold R down |
| Hop Gather | Tap Y while standing or driving (L determines direction of hop) |
| Spin Gather | ZR + Double tap Y while standing or driving |
| Normal Layup(driving to hoop) | Hold R left, right, or up while driving (R direction determines finish hand) |
| Euro Step Layup(driving to hoop) | Double tap Y while holding L toward off hand |
| Cradle Layup (driving to hoop) | Double tap Y while holding L toward ball hand |
| Reverse Layup(driving along baseline) | Hold R in the direction of the hand closest to the baseline |
| 2-Hand Dunks(driving to hoop) | ZR + Hold R up |
| Dominant/Off-Hand Dunk(driving to hoop) | ZR + Hold R left or right to dunk with that hand |
| Flashy Dunks(driving to hoop) | ZR + Hold R down |
| Step Through | Pump fake, then hold R again before pump fake ends |

PRO STICK™: SHOOTING




















Joy-Con™




| Action | Joy-Con™ (L) | Joy-Con™ (R) |
|-----------|--------------|--------------|
| Jump Shot | No Control | No Control |
| Pump Fake | No Control | No Control |

| Action | Joy-Con™ (L) | Joy-Con™ (R) |
|---|--|--|
| Runner/ Floater(driving mid-range) | No Control | No Control |
| Hop Gather | Tap  while standing or driving ( determines direction of hop) | Tap  while standing or driving ( determines direction of hop) |
| Spin Gather |  + Double tap  while standing or driving |  + Double tap  while standing or driving |
| Normal Layup(driving to hoop) | No Control | No Control |
| Euro Step Layup(driving to hoop) | Double tap  while holding  toward off hand | Double tap  while holding  toward off hand |
| Cradle Layup (driving to hoop) | Double tap  while holding  toward ball hand | Double tap  while holding  toward ball hand |
| Reverse Layup(driving along baseline) | No Control | No Control |
| 2-Hand Dunks(driving to hoop) | No Control | No Control |
| Dominant/ Off-Hand Dunk(driving to hoop) | No Control | No Control |
| Flashy Dunks(driving to hoop) | No Control | No Control |
| Mid-Air Change Shot | No Control | No Control |
| Step Through | No Control | No Control |

PRO STICK™: DRIBBLING

Joy-Con™ grip

| Action | Control |
|----------------------------|---|
| Triple Threat Jab Step | Tap  Left/Right/Up |
| Triple Threat Hesitation |  + Tap  right or left |
| Triple Threat Size-Up |  + Tap  Up |
| Triple Threat Spinout | Rotate  |
| Triple Threat Stepback |  + Tap  down |
| Signature Size-up Combo | Tap  up |
| Hesitation (quick) | Tap  right (when dribbling with right hand) |
| Hesitation (escape) |  + Tap  toward ball hand |
| In and Out |  + Tap  up |
| Crossover (front) | Tap  left (when dribbling with right hand) |
| Crossover (between legs) |  + Tap  left (when dribbling with right hand) |
| 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 |
| Behind the Back | Tap  down |
| Spin | Rotate  clockwise then quickly release (when dribbling with right hand) |

| Action | Control |
|-----------|---|
| Half-Spin | Rotate  in a quarter-circle from right to up then quickly release (when dribbling with right hand) |
| Stepback |  + tap  down |

PRO STICK™: SHOOTING
















Joy-Con™

| Action | Joy-Con™ (L) | Joy-Con™ (R) |
|----------------------------|--------------|--------------|
| Triple Threat Jab Step | No Control | No Control |
| Triple Threat Hesitation | No Control | No Control |
| Triple Threat Size-Up | No Control | No Control |
| Triple Threat Spinout | No Control | No Control |
| Triple Threat Stepback | No Control | No Control |
| Hesitation (quick) | No Control | No Control |
| Hesitation (escape) | No Control | No Control |
| In and Out | No Control | No Control |
| Crossover (front) | No Control | No Control |
| Cross to Hesitation Escape | No Control | No Control |

| Action | Joy-Con™ (L) | Joy-Con™ (R) |
|--------------------------|--------------|--------------|
| Crossover (between legs) | No Control | No Control |
| Behind the Back | No Control | No Control |
| Spin | No Control | No Control |
| Half-Spin | No Control | No Control |
| Stepback | No Control | No Control |

POST SHOTS (PRESS ZL TO POST UP)

Joy-Con™ grip

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

POST SHOTS

Joy-Con™

| Action | Joy-Con™ (L) | Joy-Con™ (R) |
|-------------------------------|--------------|--------------|
| Post Hook(close range) | No Control | No Control |
| Shimmy Hook | No Control | No Control |
| Post Fade(beyond close range) | No Control | No Control |
| Step Through Layup | No Control | No Control |
| Shimmy Fade | No Control | No Control |
| Pump Fake | No Control | No Control |
| Up & Under/ Step Through | No Control | No Control |













POST MOVES (PRESS ZL TO POST UP)

Joy-Con™ grip

| Action | Control |
|-----------------------|--|
| Quick Spin/Hook Drive | Rotate Ⓒ |
| Fakes | Tap Ⓒ in any direction but away from hoop |
| Post Hop | Hold Ⓒ to the left or right away from hoop, then tap Y |
| Post Stepback | Hold Ⓒ away from hoop, then tap Y |
| Dropstep | Hold Ⓒ to the left or right toward hoop, then tap Y |





POST MOVES (PRESS SL TO POST UP)

Joy-Con™

| Action | Joy-Con™ (L) | Joy-Con™ (R) |
|---------------|--|--|
| Quick Spin | No Control | No Control |
| Hook Drive | No Control | No Control |
| Fakes | No Control | No Control |
| Post Hop | Hold  to the left or right away from hoop, then tap  | Hold  to the left or right away from hoop, then tap  |
| Post Stepback | Hold  away from hoop, then tap  | Hold  away from hoop, then tap  |
| Dropstep | Hold  to the left or right toward hoop, then tap  | Hold  to the left or right toward hoop, then tap  |

DEFENSIVE CONTROLS

Joy-Con™ grip











| Action | Control | Context |
|--------------|---|---------|
| Move |  | Any |
| Fast Shuffle |  +  +  | Any |
| Steal | Tap  | Any |
| Block | Tap  | Any |
| Rebound |  (ball in air) | Any |
| Chuck/Grab | Tap  | Any |

| Action | Control | Context |
|-----------------|---|-----------------|
| Take Charge | Hold A | Any |
| Flop | Double-Tap A | Onball Defense |
| Intense Defense | ZL | Onball Defense |
| Crowd Dribbler | Hold ZL + move Ⓒ towards the dribbler | Onball Defense |
| Contest | Tap Ⓒ | Onball Defense |
| Hands Up | Hold Ⓒ in any direction | Onball Defense |
| Deny Ball | Hold Ⓒ in any direction | Offball Defense |
| Double Team | L | Any |

DEFENSIVE CONTROLS

Joy-Con™

| Action | Joy-Con™ (L) | Joy-Con™ (R) | Context |
|--------------|----------------------------------|----------------------------------|---------|
| Move | Ⓒ | Ⓒ | Any |
| Fast Shuffle | SR + SL + Ⓒ | SR + SL + Ⓒ | Any |
| Steal | Tap ⬅ | Tap B | Any |
| Block | Tap ⬆ | Tap Y | Any |
| Rebound | ⬆ (ball in air) | Y (ball in air) | Any |
| Chuck/Grab | Tap ➡ | Tap A | Any |

| Action | Joy-Con™ (L) | Joy-Con™ (R) | Context |
|-----------------|---|---|----------------|
| Take Charge | Hold  | Hold  | Any |
| Flop | Double-Tap  | Double-Tap  | Onball Defense |
| Intense Defense | Hold  | Hold  | Onball Defense |
| Crowd Dribbler | Hold  + move  towards the dribbler | Hold  + move  towards the dribbler | Onball Defense |
| Contest | No Control | No Control | N/A |
| Hands Up | No Control | No Control | N/A |
| Deny Ball | No Control | No Control | N/A |
| Double Team | No Control | No Control | N/A |

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Aldis Hodge

COACH STACKHOUSE

Michael Rapaport

BIG TUNNEY

Anthony Mackie

ZACH COLEMAN

Haley Joel Osment

COACH KELLER

Rob Huebel

MARCUS YOUNG

Mo McRae
PAUL TATUM
Ricky Whittle

HOWIE CARTER

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NIKKI DAVIS

Ginger Gonzaga

SHANGHAI COACH

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Meghan Lennox

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Will Blagrove

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Sheldon Bailey

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Ally Quinn

MAZE GIRL #2

Aly Trasher

CHINESE FAN/CHINESE NEIGHBOR

Quint Ong

NICKYLE STRONG

Ser'Darius Blain

VERONIKA POWERS

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Kareem Abdul-Jabbar as Himself

Shaquille O'Neal as Himself

Anthony Davis as Himself

Giannis Antetokounmpo as Himself

Ben Simmons as Himself

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PRODUCTION MANAGER

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STORY BY

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Dave Daniel

1ST ASSISTANT CAMERA OPERATOR

(2ND UNIT)

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KEY GRIP

Orlando Orona

GRIP (2ND UNIT)

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ADDITIONAL WRITING

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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 provisions of consumer protection law in the member state in which you are resident, and you can bring legal proceedings in relation to this Agreement in the courts of the member state in which you are resident.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS AGREEMENT, YOU MAY CONTACT US IN WRITING AT: TAKE-TWO INTERACTIVE SOFTWARE, INC., 110 W 44th Street, New York, NY 10036 UNITED STATES OF AMERICA.

All other terms and conditions of the EULA apply to your use of the Software.

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