
NBA
NBA2K24
2K

WARNING Some people may experience a seizure when exposed to flashing lights or patterns in video games **(xbox.com/healthandsafety).**

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

Please note that NBA 2K24 online features are scheduled to be available until **December 31, 2025** though we reserve the right to modify or discontinue online features without notice. Visit **www.nba2k.com/status** for more information.



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GAME CONTROLS
XBOX WIRELESS CONTROLLER



LT Post-Up / Hard Stop or Intense-D

RT Sprint

RB Icon Pass or Icon Swap

LB Call Play/Pick Controls or Double Team

Xbox button

L Move Player

Y Lob Pass/Alley-Oop or Block/Rebound

B Bounce/Flashy Pass or Take Charge

X Pump Fake / Hop (tap) Shoot (press) or Steal

A Pass / Skip Pass or Player Swap (closest to ball)

Menu button

Call Timeout or Intentional Foul

R PRO STICK™: Dribble Moves / Shooting / Passing

Hands Up / Contest

Gameplay HUD

Offensive/Defensive Game Plan

OTFC Offense / Defensive Strategy

OTFC Substitutions

XBOX WIRELESS CONTROLLER

Basic Offense	Control	Basic Defense
Move Player		Move Player
PRO STICK™: Dribble Moves / Shooting / Passing		Hands Up
Post-Up / Protect / Hard Stop		Intense-D
Sprint		Sprint
Call Play / Pick Controls		Double Team
Icon Pass		Icon Swap
Pass (tap) / Skip Pass (press and hold)		Player Swap (closest to ball)
Bounce Pass (tap), Flashy Pass (double tap), Get Open Pass (press and hold)		Take Charge (hold) Flop (double tap)
Shoot (press) Pump Fake / Hop (tap) Spin Gather (double tap)		Steal (press) Intentional Foul (hold)
Lob Pass (tap), Alley-Oop (double tap), Lead to Basket (press and hold)		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 L to choose pick side
Normal Pass	Tap A
Bounce Pass	Tap B
Lob Pass	Tap Y
Flashy Pass	Double-tap B
Alley-Oop	Double-tap Y
Bounce Alley-Oop	Tap A + B
Get Open Pass	Press and Hold B, to make the selected receiver cut and attempt to get open, release B to pass the ball
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 + R
Call Timeout	View button

ADVANCED DEFENSE

Action	Input
Move	L
Fast Shuffle	LT + RT + L

Steal	Tap X
Block	Y
Rebound	Y (ball in air)
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 Ⓛ towards the dribbler
Contest	Quickly move and release Ⓡ
Hands Up	Hold Ⓡ
Deny Hands Out	Hold Ⓡ (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 + Hold Ⓡ straight down, then release
Pump Fake	Start a jump shot, then quickly release Ⓡ
Runner / Floater (driving range)	Hold Ⓡ down
Hop Gather (driving to hoop)	Move Ⓡ right, then quickly back to neutral, then right again (with ball in the right hand)

Action	Input
Spin Gather (driving to hoop)	Rotate Ⓡ, then hold
Normal Layup (driving to hoop)	Hold Ⓡ up while driving
Euro Step Layup (driving to hoop)	Move Ⓡ right, then quickly move Ⓡ left (with ball in right hand)
Reverse Layup (driving along baseline)	Hold Ⓡ in the direction of the hand closest to the baseline
Quick Scoop Layup	Hold Ⓡ left or right while driving to the hoop
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 Dunk	RT + Ⓡ down
Rim Hang Dunk	While performing any two-handed dunk, keep Ⓡ held to hang onto the rim
Skill Dunk	RT + move Ⓡ up then quickly move Ⓡ down Release Ⓡ to time the dunk
Step Through	Pump fake, then hold Ⓡ again before pump fake ends

PRO STICK™: DRIBBLING

Action	Input	Context
Triple Threat Jab/Stepover	Tap Ⓡ Left/Right/Up	Triple Threat
Triple Threat Pump Fake	Tap Ⓡ down	Triple Threat
Triple Threat Attack Hesitation	RT + Tap Ⓡ left or right	Triple Threat
Triple Threat Spinout	Rotate Ⓡ then quickly return to neutral	Triple Threat
Triple Threat Stepback	RT + Tap Ⓡ down	Triple Threat
Signature/Size-up	Quickly Move and Release the Ⓡ in various directions	Dribbling
Breakdown Dribble	Tap Ⓡ up	Dribbling
Hesitation	Tap Ⓡ right (when dribbling with right hand)	Dribbling
In and Out	Move Ⓡ up right or up left toward the ball hand, then quickly release	Dribbling
Crossover (front)	Tap Ⓡ up left (when dribbling with right hand)	Dribbling
Crossover (between legs)	Tap Ⓡ left (when dribbling with right hand)	Dribbling
Behind Back	Tap Ⓡ down left (when dribbling with right hand)	Dribbling
Escape Size-Ups	Hold RT before performing a hesitation, crossover, or Behind Back, then quickly release	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 Ⓡ down while driving	Dribbling

POST MOVES (HOLD LT TO POST UP)

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

POST SHOTS (HOLD LT TO POST UP)

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

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When returning the Software subject to the limited warranty above, please send the original Software only to Licensor address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

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To the fullest extent of applicable law, you agree to be responsible and liable to Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees, and agents in respect of all damages, losses, and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

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IF YOU ARE A RESIDENT OF AN EU MEMBER STATE, NOTWITHSTANDING ANYTHING TO THE CONTRARY SET OUT ABOVE, LICENSOR IS RESPONSIBLE FOR LOSS OR DAMAGE YOU SUFFER THAT IS A REASONABLY FORESEEABLE RESULT OF LICENSOR'S BREACH OF THIS AGREEMENT OR ITS NEGLIGENCE, BUT IT IS NOT RESPONSIBLE FOR LOSS OR DAMAGE THAT IS NOT FORESEEABLE.

WE DO NOT AND CANNOT CONTROL THE FLOW OF DATA TO OR FROM OUR NETWORK AND OTHER PORTIONS OF THE INTERNET, WIRELESS NETWORKS, OR OTHER THIRD-PARTY NETWORKS. SUCH FLOW DEPENDS IN LARGE PART ON THE PERFORMANCE OF THE INTERNET AND WIRELESS SERVICES PROVIDED OR CONTROLLED BY THIRD PARTIES. AT TIMES, ACTIONS OR INACTIONS OF SUCH THIRD PARTIES MAY IMPAIR OR DISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF. WE CANNOT GUARANTEE THAT SUCH EVENTS WILL NOT OCCUR. TO THE FULLEST EXTENT OF APPLICABLE LAW, WE DISCLAIM ANY AND ALL LIABILITY RESULTING FROM OR RELATED TO THIRD-PARTY ACTIONS OR INACTIONS THAT IMPAIR OR DISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF OR THE USE OF THE SOFTWARE AND RELATED SERVICES AND PRODUCTS.

TERMINATION

This Agreement is effective until terminated by you or by the Licensor. This Agreement automatically terminates when Licensor ceases to operate the Software servers (for games exclusively operated online), if Licensor determines or believes your use of the Software involves or may involve fraud or money laundering or any other illicit activity, or upon your failure to comply with terms and conditions of this Agreement, including, but not limited to, the License Conditions above. You may terminate this Agreement at any time by (i) requesting Licensor to terminate and delete your User Account that is used to access or use the Software using the method set forth in the Terms of Service or (ii) destroying and/or deleting any and all copies of all Software in your possession, custody, or control. Deleting the Software from your Game Platform will not delete the information associated with your User Account, including any VC and VG associated with your User Account. If you reinstall the Software using the same User Account, then you may still have access to your prior User Account information, including any VC and VG associated with your User Account. However except as otherwise prohibited by applicable law, if your User Account is deleted upon termination of this Agreement for any reason, all VC and/or VG associated with your User Account will also be deleted, and you will no longer be available for use the Software or any VC or VG associated with your User Account. If this Agreement terminates due to your violation of this Agreement, Licensor may prohibit you from re-registering or re-accessing the Software. Upon any termination of this Agreement, you must destroy or return the physical copy of Software to Licensor, as well as permanently destroy all copies of the Software, accompanying documentation, associated materials, and all of its component parts in your possession or control, including from any client server, computer, gaming unit, or mobile device on which it has been installed. Upon termination of this Agreement, your rights to use the Software, including any VC or VG

associated with your User Account, will terminate immediately, and you must cease all use of the Software. The termination of this Agreement will not affect our rights or your obligations arising under this Agreement.

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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 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.

TERMS OF SERVICE

All access to and use of the Software is subject to this Agreement, the applicable Software documentation, Licensor's Terms of Service, and Licensor's Privacy Policy, and all terms and conditions of the Terms of Service are hereby incorporated into this Agreement by this reference. These agreements represent the complete agreement between you and Licensor relating to use of the Software and related services and products and supersede and replace any prior agreements between you and Licensor, whether written or oral. To the extent there is a conflict between this Agreement and the Terms of Service, this Agreement shall control.

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.

BINDING INDIVIDUAL ARBITRATION - PLEASE READ THIS SECTION CAREFULLY. IT MAY SIGNIFICANTLY ALTER YOUR RIGHTS, INCLUDING YOUR RIGHT TO FILE A LAWSUIT IN COURT.

1. This binding individual arbitration section will not apply to the extent prohibited by the laws of your country of residence.
2. You and the Company agree that should any dispute, claim, or controversy arise between us regarding any Company products or services (hereafter a "Dispute"), whether based in contract, statute, regulation, ordinance, tort (including fraud, misrepresentation, fraudulent inducement, or negligence), or any other legal or equitable theory, except for those matters listed in the Exclusions From Arbitration paragraph below, and expressly including the validity, enforceability, or scope of this 'BINDING INDIVIDUAL ARBITRATION' section (with the exception of the enforceability of the Class Action Waiver clause below), shall be submitted to binding arbitration, as described below, rather than being resolved in court. The term "Dispute" is to be given the broadest possible meaning that will be enforced and includes, for example, all matters arising under this Agreement, the Privacy Policy, the Terms of Service, or any other agreement with the Company. You understand that there is no judge or jury in arbitration and that court review of an arbitration award is limited.
3. Exclusions From Arbitration. You and the Company agree that any claim filed by You or the Company in small claims court on an individual basis are not subject to the arbitration terms contained in this Section. In addition, the Company or You shall have the right to seek an injunction against you in court in order to preserve the status quo while an arbitration proceeds.
4. Class Action Waiver. THE ARBITRATION PROCEEDINGS DESCRIBED HEREIN WILL BE CONDUCTED ON AN INDIVIDUAL BASIS ONLY. Neither You nor the Company shall be entitled to join or consolidate disputes by or against other individuals or entities, or to arbitrate any dispute in a representative capacity, including, without limitation, as a representative member of a class or in a private attorney general capacity, in connection with any Dispute. Further, unless both You and the Company agree, the arbitrator may not consolidate more than one person's claim. The arbitrator may award any individual relief or individual remedies that are permitted by applicable law, but to the maximum extent permitted by applicable law, may not award relief against the Company respecting any person other than You.
5. Right to Opt Out of Binding Arbitration. IF YOU WISH TO OPT OUT OF THIS BINDING INDIVIDUAL ARBITRATION REQUIREMENT, YOU MUST NOTIFY US IN WRITING WITHIN 30 DAYS OF THE DATE THAT YOU ACCEPT THIS AGREEMENT BUT ARE OPTING OUT OF BINDING INDIVIDUAL ARBITRATION, UNLESS A LONGER PERIOD IS REQUIRED BY APPLICABLE LAW. Your written notification must be mailed to TAKE TWO INTERACTIVE SOFTWARE, LEGAL DEPARTMENT, ATTN: ARBITRATION OPT OUT, 110 West 44th Street, New York, New York, 10036. Your notice must include (1) your full name; (2) your mailing address; (3) your Social Club online ID, if you have one; and (4) a clear statement that you do not wish to resolve disputes with the Company through arbitration. You are responsible for ensuring the Company's receipt of your opt-out notice, and you therefore may wish to send a notice by means that provide a written receipt.
6. Notice of Dispute. If you have a Dispute with the Company, you must send written notice to TAKE TWO INTERACTIVE SOFTWARE, LEGAL DEPARTMENT, ATTN: ARBITRATION OF DISPUTE, 110 West 44th Street, New York, New York, 10036, in order to give the Company the opportunity to resolve the dispute informally through negotiation. Notice must be provided within two (2) years of the Dispute having arisen, but in no event after the date on which the initiation of legal proceedings would have been barred under the applicable statute of limitations. The failure to provide timely notice shall bar all claims. If the Company has a dispute with You, the Company will provide notice to the address it has on file for you, if possible. You and the Company agree to negotiate the Dispute in good faith for no less than 30 days after notice of the Dispute is provided. If the Dispute is not resolved within 30 days after receipt of notice of the Dispute, the Company or You may pursue the claim in arbitration as provided in this section.
7. Arbitration Rules and Procedures. Arbitration shall be subject to the U.S. Federal Arbitration Act and federal arbitration law, and shall be conducted by Judicial Arbitration Mediation Services, Inc. ("JAMS") pursuant to the JAMS Streamlined Arbitration Rules and Procedures effective July 1, 2014 (the "JAMS Rules"), as

modified by this agreement to arbitrate. The JAMS Rules, including instructions for initiating an arbitration, are available on its website at http://www.jamsadr.com/rules-streamlined-arbitration. The Company will pay its arbitration costs as required by the JAMS Rules and, in the event that you are able to demonstrate that the costs of arbitration will be prohibitive as compared to the costs of litigation, the Company will pay as much of your arbitration filing and hearing fees as the arbitrator deems is necessary to prevent the arbitration from being cost-prohibitive as compared to the cost of litigation. Each side shall pay his, her, or its own attorneys' fees and costs unless the claim(s) at issue permit the prevailing party to be paid its fees and/or litigation costs, in which case the arbitrator shall award fees or costs as required by the applicable law.

8. Location of Arbitration. At Your option, if an in-person hearing is required under the JAMS Rules, the hearing will occur either in New York County, New York, or in the United States county in which You reside.
9. Decision of the Arbitrator. Any decision or award by the arbitrator shall be final and binding on the parties. Unless otherwise agreed, any decision or award shall set forth the factual and legal basis for the award. The arbitrator shall be permitted to award only those remedies in law or equity which are requested by the parties and which the arbitrator determines are supported by credible relevant evidence. Any decision or award may be enforced as a final judgment by any court of competent jurisdiction. If either party unsuccessfully challenges the validity of an award, the unsuccessful party shall pay the opposing party's costs and attorneys' fees associated with the challenge.
10. Continuation in Effect. This Binding Individual Arbitration section survives any termination of this Agreement or the provision of services to You by the Company.
11. Ability to Change Terms and Conditions Inapplicable. Although the Company may revise its End User License Agreement, Privacy Policy, Terms and Conditions, or other agreements at its discretion, the Company does not have the right to alter this agreement to arbitrate or the rules specified herein with respect to any Dispute once that Dispute has accrued.
12. Severability. If any part of this arbitration provision is deemed invalid, unenforceable, or illegal, than the balance of this arbitration provision shall remain in effect and be construed in accordance with its terms as if the invalid, unenforceable, or illegal provision had not been included. The sole exception to this is the class action waiver provision. If the prohibition on the arbitration proceeding on a class basis is found to be invalid, unenforceable, or illegal, then the entirety of this arbitration agreement shall be null and void and the Dispute shall proceed in court under applicable class action rules and procedures. If, for any reason, a claim proceeds in court rather than in arbitration, the dispute shall be exclusively brought in state or federal court in New York County, New York. Suits brought in state court may be removed to federal court by either party if permissible by law.

GOVERNING LAW

This Agreement is entered into in the State of New York and shall be governed by, and construed in accordance with, the laws of the State of New York, exclusive of its choice of law rules. For any disputes not subject to binding individual arbitration, you and the Company agree to submit to the exclusive jurisdiction of the state and federal courts in New York County, New York, and to waive any jurisdictional, venue, or inconvenient forum objections to such courts (but without affecting either party's rights to remove a case to federal court if permissible). This paragraph will be interpreted as broadly as applicable law permits. For example, , 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. You agree that any violation by You of this Agreement, the Privacy Policy, the Terms of Service, or any other agreement with the Company, shall constitute an affirmative defense (whether characterized as arising at law or equity) against any claim you might assert against the Company relating to its software or services. 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. The Company has the right to prosecute civil claims against you for any violation of its End User License Agreement, the Terms of Service, the Privacy Policy, or any other governing terms and conditions related to its software and services, whether for breach of contract, violation of common law rights, or violation of any applicable state or federal statute.

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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