This game has received the following rating from the ESRB™
NBA STREET Vol. 2
PRIMA’S OFFICIAL STRATEGY GUIDE

Dan Leahy

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Ok, playa, so you think you've got what it takes to ball with the big boys, eh? STREET is back, and it's bigger and better than ever. There's a whole new ballgame here, as old school style meets new school moves. Killer shakes, insane slam dunks, and some of the game's all-time legends are here. Throw in some of the most realistic, gritty playground environments you can find and NBA STREET Vol. 2 is wall-to-wall hoops excitement. Ring the bell, because school is about to begin.

Here you'll find all the Offensive and Defensive strategies you can handle, and a breakdown of every NBA squad and player found in NBA STREET Vol. 2. The "Legends" chapter will bring you back to the day, as every legend is covered here, with official bios. Anxious to get running? There's a control table following to give all you ballers the quick edge—no matter what console you have. Turn to the back of this guide to find out every secret in NBA STREET Vol. 2—from throwback jerseys to every killer move to all of the legendary playgrounds.
# Controls

## General Gameplay

<table>
<thead>
<tr>
<th>Action</th>
<th>GameCube</th>
<th>PlayStation 2</th>
<th>Xbox</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move Player</td>
<td>□</td>
<td>Control Pad or Left Analog Stick</td>
<td>○ or ●</td>
</tr>
<tr>
<td>Turbo</td>
<td>□, □, □</td>
<td>□, □, □, □</td>
<td>○, ○, ○, ○, click ○</td>
</tr>
<tr>
<td>Pause</td>
<td>START</td>
<td>△△△</td>
<td>○</td>
</tr>
<tr>
<td>Tip Off</td>
<td>○</td>
<td>●</td>
<td>○</td>
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## Offense

<table>
<thead>
<tr>
<th>Action</th>
<th>GameCube</th>
<th>PlayStation 2</th>
<th>Xbox</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shoot (Dunk/Lay-Up)</td>
<td>□</td>
<td>●</td>
<td>○</td>
</tr>
<tr>
<td>Pass</td>
<td>□</td>
<td>×</td>
<td>○</td>
</tr>
<tr>
<td>Trick Move</td>
<td>●, ●</td>
<td>●</td>
<td>○, ○</td>
</tr>
<tr>
<td>Dive</td>
<td>Double-tap □, □, □</td>
<td>Double-tap any Turbo button</td>
<td>○, ○</td>
</tr>
<tr>
<td>Call for Pick</td>
<td>Control Pad □</td>
<td>R3</td>
<td>click ○</td>
</tr>
<tr>
<td>Put Back</td>
<td>○ + and any two Turbo buttons</td>
<td>○ + any two Turbo buttons</td>
<td>○ + any two Turbo buttons</td>
</tr>
<tr>
<td>Advanced Dunk</td>
<td>□ + two or more Turbo buttons</td>
<td>□ + two or more Turbo buttons</td>
<td>□ + two or more Turbo buttons</td>
</tr>
<tr>
<td>Advanced Trick Move</td>
<td>○ or □ + two or more Turbo buttons</td>
<td>□ + two or more Turbo buttons</td>
<td>□ + two or more Turbo buttons</td>
</tr>
<tr>
<td>Enable/Disable Player Lock</td>
<td>○</td>
<td>Right Analog Stick</td>
<td>○</td>
</tr>
<tr>
<td>Call to Pass (without the ball)</td>
<td>□</td>
<td>×</td>
<td>○</td>
</tr>
<tr>
<td>Call to Shoot (without the ball)</td>
<td>○</td>
<td>●</td>
<td>○</td>
</tr>
<tr>
<td>Jump for Alley-Oop</td>
<td>□ + any Turbo button</td>
<td>□ + any Turbo button</td>
<td>□ + any Turbo button</td>
</tr>
<tr>
<td>Set a Pick</td>
<td>Control Pad □ and two Turbo buttons</td>
<td>R3 + any two Turbo buttons</td>
<td>click ○ + two Turbo buttons</td>
</tr>
<tr>
<td>Gamebreaker Shot or Dunk</td>
<td>□ + any two Turbo buttons</td>
<td>□ + any two Turbo buttons</td>
<td>□ + any two Turbo buttons</td>
</tr>
<tr>
<td>Pocket Gamebreaker</td>
<td>Control Pad □</td>
<td>SELECT</td>
<td>○</td>
</tr>
<tr>
<td>Cancel Gamebreaker</td>
<td>Control Pad □</td>
<td>SELECT + any Turbo button</td>
<td>○</td>
</tr>
</tbody>
</table>

## Defense

<table>
<thead>
<tr>
<th>Action</th>
<th>GameCube</th>
<th>PlayStation 2</th>
<th>Xbox</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch Players</td>
<td>□</td>
<td>×</td>
<td>○</td>
</tr>
<tr>
<td>Shot Block/Rebound</td>
<td>□</td>
<td>▲</td>
<td>○</td>
</tr>
<tr>
<td>Steal</td>
<td>●</td>
<td>●</td>
<td>○</td>
</tr>
<tr>
<td>Dive</td>
<td>Double-tap □, □, □</td>
<td>Double-tap any Turbo button</td>
<td>Double-tap any Turbo button</td>
</tr>
<tr>
<td>Turbo Block</td>
<td>○ + any two Turbo buttons</td>
<td>▲ + any two Turbo buttons</td>
<td>○ + any two Turbo buttons</td>
</tr>
<tr>
<td>Trick Counter</td>
<td>○ + any two Turbo buttons</td>
<td>□ + any two Turbo buttons</td>
<td>○ + any two Turbo buttons</td>
</tr>
</tbody>
</table>
Use the unlocked legends and the full complement of all 29 NBA teams to create your ultimate dream team. Following are some suggested combinations that can take your game to the top.

### High Flyers
- Vince Carter
- Kevin Garnett
- Tracy McGrady
- Kobe Bryant
- Antonio McDyess

### Holds
- Gary Payton
- Jason Kidd
- Steve Francis
- Steve Nash
- Mike Bibby

### All-Around Game
- Antoine Walker
- Tracy McGrady
- Chris Webber
- Michael Jordan
- Rasheed Wallace

### All-Defense
- Tim Duncan
- Shaquille O’Neal
- Jermaine O’Neal
- Kenyon Martin
- Ben Wallace

### Old-School Fun
- Wilt Chamberlain
- Larry Bird
- Dr. J
- Moses Malone
- George Gervin

### Quiet Stars
- Ray Allen
- Cuttino Mobley
- Shawn Marion
- Ron Artest
- Paul Pierce
Be a Legend

Create your own specialized baller and grow your talents to take on the best of STREET's legends. See our “Create Baller” spread for tips on body types, attributes, and how to mix and match to create the ultimate STREET hoopster.

Once you’re ready to hit the courts, be prepared to build your team slowly. You won’t have the best handles early on, so watch the advanced dribbles. Stick to the basics, and try to win the game and advance through the challenge. The following flow chart will help guide you through Be a Legend.
Pick Up Game

Pick up and play. That's what this mode is all about. Pick a team that suits your style of play and challenge the CPU or a friend to see who's king of the court.

Keep in mind that you can gain the upper hand by giving your poor buddy the "honor" of selecting his or her team first. That way, you know your opposing team's strengths and weaknesses and can select your squad accordingly. Here's some matchup medicine for you to reference.

IF YOUR BUDDY PICKS: Atlanta Hawks
YOU SHOULD PICK: Detroit Pistons
Seems like a fair matchup, but Ben Wallace's shot-blocking skills can be the difference.

IF YOUR BUDDY PICKS: Boston Celtics
YOU SHOULD PICK: New Jersey Nets
East Conference champions have Jason Kidd, and Boston can't match him.

IF YOUR BUDDY PICKS: Chicago Bulls
YOU SHOULD PICK: Cleveland Cavaliers
Highly rated Dajuan Wagner can run circles around the Bulls' big men.

IF YOUR BUDDY PICKS: Cleveland Cavaliers
YOU SHOULD PICK: Denver Nuggets
Marcus Camby and Juwan Howard are too much down low.

IF YOUR BUDDY PICKS: Dallas Mavericks
YOU SHOULD PICK: Boston Celtics
No one's afraid to shoot in this game, but get up on the Dallas casters and slash inside with Paul Pierce for easy scores.

IF YOUR BUDDY PICKS: Denver Nuggets
YOU SHOULD PICK: L.A. Clippers
The Clippers' versatility with Corey Maggette and Quentin Richardson outweighs Denver's muscle.
IF YOUR BUDDY PICKS: Detroit Pistons
YOU SHOULD PICK: Indiana Pacers
Jermaine O’Neal can handle big Ben Wallace down low.

IF YOUR BUDDY PICKS: Golden State Warriors
YOU SHOULD PICK: Memphis Grizzlies
Similar teams, but Jason Williams and Pau Gasol are perfect for winning this battle.

IF YOUR BUDDY PICKS: Houston Rockets
YOU SHOULD PICK: Minnesota Timberwolves
Kevin Garnett can take Yao Ming to the rack, while Terrell Brandon helps guard Steve Francis.

IF YOUR BUDDY PICKS: Indiana Pacers
YOU SHOULD PICK: Milwaukee Bucks
Gary Payton will be tough on Reggie Miller, and Anthony Mason is a load under the hoop.

IF YOUR BUDDY PICKS: L.A. Clippers
YOU SHOULD PICK: Miami Heat
Eddie Jones is a slasher, and the Clips can’t match Alonzo Mourning’s strength.

IF YOUR BUDDY PICKS: L.A. Lakers
YOU SHOULD PICK: Sacramento Kings
Vlade Divac can bother Shaq while Mike Bibby and C-Webb hook up for scoring chances.

IF YOUR BUDDY PICKS: Memphis Grizzlies
YOU SHOULD PICK: Washington Wizards
Jordan and company have the overall skills to edge Memphis.

IF YOUR BUDDY PICKS: Miami Heat
YOU SHOULD PICK: Golden State Warriors
Use the Warrior youth in Gilbert Arenas. Use Jason Richardson and Antawn Jamison to relentlessly attack the slower Heat.
### Pick Up Game cont.

<table>
<thead>
<tr>
<th>If Your Buddy Picks:</th>
<th>You Should Pick:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Milwaukee Bucks</td>
<td>Houston Rockets</td>
</tr>
<tr>
<td>Let Steve Francis and Yao Ming run against Gary Payton and company; they have no answer for Yao.</td>
<td></td>
</tr>
<tr>
<td>Minnesota Timberwolves</td>
<td>Phoenix Suns</td>
</tr>
<tr>
<td>Return Stephon Marbury to his old buddy Kevin Garnett, and let him run wild through the Minnesota defense; look for easy dunks with Shawn Marion.</td>
<td></td>
</tr>
<tr>
<td>New Jersey Nets</td>
<td>New York Knicks</td>
</tr>
<tr>
<td>Antonio McDyess can match up with Kenyon Martin, while Latrell Sprewell and Allan Houston double-team Jason Kidd.</td>
<td></td>
</tr>
<tr>
<td>New Orleans Hornets</td>
<td>Utah Jazz</td>
</tr>
<tr>
<td>Karl Malone will even out with Jamal Mashburn. John Stockton is the difference here.</td>
<td></td>
</tr>
<tr>
<td>New York Knicks</td>
<td>Philadelphia 76ers</td>
</tr>
<tr>
<td>Iverson, Iverson, and more Iverson. Knicks can't guard this guy.</td>
<td></td>
</tr>
<tr>
<td>Orlando Magic</td>
<td>L.A. Lakers</td>
</tr>
<tr>
<td>Kobe goes head-to-head with Tracy McGrady. Shaq takes care of business under the hoop.</td>
<td></td>
</tr>
<tr>
<td>Philadelphia 76ers</td>
<td>Toronto Raptors</td>
</tr>
<tr>
<td>Vince Carter's size will give Allen Iverson problems.</td>
<td></td>
</tr>
<tr>
<td>Phoenix Suns</td>
<td>Seattle SuperSonics</td>
</tr>
<tr>
<td>Ray Allen can negate Stephon Marbury, and Rashard Lewis is a potent scorer.</td>
<td></td>
</tr>
<tr>
<td>Portland Trailblazers</td>
<td>Dallas Mavericks</td>
</tr>
<tr>
<td>Use the sharpshooting Mavs like Dirk Nowitski and Steve Nash to run up the score on gritty Portland.</td>
<td></td>
</tr>
</tbody>
</table>
IF YOUR BUDDY PICKS: Sacramento Kings
YOU SHOULD PICK: San Antonio Spurs
The shot-blocking of Tim Duncan and David Robinson is exactly what you need to beat the Kings.

IF YOUR BUDDY PICKS: San Antonio Spurs
YOU SHOULD PICK: Portland Trail Blazers
Rasheed Wallace and Scottie Pippen are quick and strong.

IF YOUR BUDDY PICKS: Seattle SuperSonics
YOU SHOULD PICK: Atlanta Hawks
Theo Ratliff is a big man that Seattle can’t match. Jason Terry can guard newly acquired Ray Allen.

IF YOUR BUDDY PICKS: Toronto Raptors
YOU SHOULD PICK: Orlando Magic
Reunite Tracy McGrady and Vince Carter as opponents.

IF YOUR BUDDY PICKS: Utah Jazz
YOU SHOULD PICK: New Orleans Hornets
Bring the Jazz back to New Orleans with the explosiveness of Baron Davis and Tim Thomas against the experienced Karl Malone and John Stockton.

IF YOUR BUDDY PICKS: Washington Wizards
YOU SHOULD PICK: Chicago Bulls
Take Michael’s old team and bury the Wizards with Curry and Chandler’s size advantage.

Refer to our offense and defense sections for tips on being the best. Be sure to bring your top game to dominate the competition.

NBA Challenge

Think you’ve got what it takes to compete with the big boys? NBA STREET Vol. 2 lets you play against the best the NBA has to offer. Select a team and try to knock off each of the NBA squads in an effort to claim street supremacy.
Create Baller

Development Characteristics

Here's where the real fun of NBA STREET Vol. 2 begins. Whether you want to use your creation in "Be a Legend" or whether you just want a cool dude with a funky getup, Create Baller allows you to express yourself. To ensure that you get the most out of your cyber-ball, here's a detailed breakdown of what the different body types mean and do.

**Stocky**
Players with this build are at a distinct disadvantage in both potential height and speed. The upside is that they start out with far more development points to put into skills.

**Athletic**
It's the best of all worlds. An athletic player won't excel at any one thing but will end up above average in most departments. Not having any weaknesses plus better-than-average speed means this player can hang with anyone.

**Lean**
Long and lanky, this type of player can become the seven-foot shot-blocker or the feathery-fingered guard. The lean player's slender frame is the lightest on the court, and the speediest.

**Massive**
All bulk and power, this body type has the prowess needed to dominate. The massive body is great for maxing out on height. However, this player doesn't start with much in the way of skills.

**Female Fit**
An active lifestyle and being on the court mean this woman has a good build, but she'll still smaller than professional athletes. Hey, less time in the gym means more time to work on her moves.

**Female Athletic**
From the court to the gym and back again, this player's got a highly tuned build. The extra time in the gym means fewer development points to start, but she begins with better-than-average speed and height.
**Shot**

Plain and simple, this determines the shooting range and accuracy of your baller. Skills can be improved with development points, but only one skill can have a sixth crown (the highest rating).

**Dunks**

Dunks govern your player’s ability to grab air, play above the rim, and throw down. Dunks require power, a clear lane, and being close to the basket.

**Power**

This one’s about brute force and determination. Power tips the scales and determines who wins when two ballers collide. It’s also key for rebounds and dunks.

**Blocks**

With that pesky goaltending rule out of the way, blocks become a huge part of the game. Your block rating determines how likely you are to “return to sender.” Having a tall player increases this rating’s potential.

**Steals**

Your opponent can’t score if he keeps losing the ball, and you can help him lose it with a good steals rating. A good steals rating also translates to how effective your trick counters will be.

**Handles**

Want to prevent the ball from getting swiped? Better have a high handles rating, which allows you to perform more advanced pass and trick moves.

**Rebounds**

Become a certified glass cleaner with a high rebounds rating. This governs how well your player attacks the boards after a missed shot. Paired with a good power rating, you rebound even more effectively.

**Look, Gear, Face, Hair, and Icon**

These are all a matter of taste and have no effect on gameplay. Choose according to your style and enjoy!
BA STREET Vol. 2 is all about risk versus reward. Sure, you can play it safe and take a direct path to the hoop, racking up simple dunks or layups, but that's not how you get the all-important gamebreaker.

To get the most out of your team, study the players' ratings and make sure you're putting the right guys in the right situation. Don't try slamming over Shaquille O'Neal with Steve Nash, and don't bust out tricky dribbles with Yao Ming.

Most of the action in NBA STREET Vol. 2 revolves around attacking the rim. Here are some tips to help get you there successfully:

**Getting to the Basket**

If you're rushing the lane looking to make something happen, there's nothing worse than seeing seven feet of defender in your way. Be sure to use the dunk-layup transition control to avoid untimely facials. To do this, simply start a dunk animation and, when the defender swoops in for the block, tap shoot again. Your player will dipsie-do and should loft the ball gently home for two.
Outta the Jock
Take on the big men with your team’s top handles guy. Trick into their bodies to knock ’em down. Big guys usually do not have a high handles or steals rating, so they won’t be picking your pocket. Once you leave them on the ground, you’ll have a clear path to the hoop and possibly an alley-oop opportunity.

Pump Fake
Use the pump fake. Tap shoot quickly to perform a pump. If they don’t bite, pass. Even better; if they don’t bite, hit two turbos and pass to perform an “Off da Heezay.” Multiple pump-fake, shot, and pass combos are key to moving the ball around and keeping the defense off balance.

Move the Rock
Draw the opposing team’s biggest defender away from the hoop by swinging the ball to the weak side of the court. Setting picks is also an effective way of dealing with lane congestion.

Advanced Dribble
Getting fancy with the rock is key to success in NBA Street Vol. 2. Here are a couple of wicked techniques to give your opponent a major headache. This move will make your gamebreaker meter light up in no time:

1. Run up the court with your best handles guy, but don’t use turbo.
2. Hold two turbos and do a knockdown dribble into your defender.
3. Stand still, hold two turbos, and tap pass for an “Off da Heezay”.
4. Do it three more times.
5. Run down the lane and slam.

When this is done correctly, you can fill your meter in a trip or two down the court.
**Gamebreaker Meter**

Try to work your gamebreaker meter so it becomes full when you are in possession of the ball. Doing so will accomplish a couple of things, allowing you the most time to work an open shot or pocket it.

**Mix it Up**

Since counters can stop a trick, mix up your timing. Sometimes it's beneficial to run past a defender and then double back with a trick. This can throw the defender's timing off and make for some easy trick points.

If you're playing on the game's harder difficulty settings or facing someone who's really good at trick counters, get used to "interrupting" your moves. Tap pass during the animation to avoid some nasty turnovers.

Don't get too fancy in the lane. Even if you knock one defender down, there's often another one nearby ready to counter your move.

**Make Hustle Plays**

When rebounding, you'll have an advantage if you box out. Wedge your player between the defender and the hoop before you go up. On offense, you'll stand a better chance of sticking a few misses home (tap shoot and hold turbo for the tip-slam).

At the jump ball, don't mash buttons. Stay calm and tap shoot one time before the ball reaches its peak. It takes practice, but it's worth it to get the "jump" on the opposition.
Top 10 Offensive Teams

Dallas Mavericks
The big three—Steve Nash, Michael Finley, and Dirk Nowitski—can score as quick as any trio in the league.

Sacramento Kings
Dominant inside (Webber) and dominant outside (Stojakovic) will allow Mike Bibby to trick his way to open shots and passes.

Los Angeles Lakers
Shaq and Kobe might be unstoppable on their own. Throw in Horry, Fox, or Fisher for a solid third player.

Washington Wizards
Wizards-era Michael Jordan still has a five-star shot and a 26 overall, while Jerry Stackhouse's fives in shot and dunks will make this team fun to control.

Minnesota Timberwolves
Kevin Garnett can score nearly every time he touches the ball. Draw and kick it out to Wally Szczerbiak; he'll knock down shot after shot from the outside.

Philadelphia 76ers
Allen Iverson is nearly unstoppable; his shot rating (5) opens up dunks (4). Add in the steady Van Horn and Coleman.

Orlando Magic
Tracy McGrady is good. Grant Hill is good. Use them together to bring amazing offensive plays to the blacktop.

Golden State Warriors
Antawn Jamison and Jason Richardson can attack the rim, while a platoon of Troy Murphy and Mike Dunleavy Jr. helps.

Indiana Pacers
Reggie Miller has been doing it season after season from outside, and Jermaine O'Neal has grown into a dominant inside scorer.

New York Knicks
Relentlessly Attack the rim with Latrell Sprewell's athleticism and Allan Houston's spot-up jumper. Mcgyess will clean up for these guys all game.
The key to a good offense, as they say, is a good defense, and that's certainly evident in NBA STREET Vol. 2. If the other team can't score, your offense will be able to build a lead and, more importantly, keep the other team's gamebreaker meter as low as possible.

**Own the Goal**

Goaltending is not called in NBA STREET Vol. 2, so every shot is fair game. Be sure you have a tall player near the rim at all times, as super blocks are a sure way to frustrate any opponent. To perform a block, hit shoot/rebound with a turbo held, jumping in the path of the ball. It sounds easy, but careful monitoring of your turbo meter and court position are required to get the most out of shot-blocking.

**Learn to Sag**

Don't be too eager to "man up" on a guy too tightly. Doing so opens you up for knockdown tricks or "Off da Heezay" passes. We recommend you keep a fair distance from your man until you see an advanced trick move go into action. That's when it's time to tap turbo and steal for a trick counter.

The other benefit of keeping your distance is if a shot goes up, you'll have time to fade back and attempt a block. If you're really tight on a man and he gets a shot off, you'll have to switch defenders and hope someone's close enough to try for the block.
Don’t Leave Your Feet

Don’t worry about pump fakes. If a player gets an open three off, you should have time to block it anyway. Other than that, most shots will be dunks or short-range attempts that you can reject or alter. Going for pump fakes will increase the other team’s gamebreaker meter.

Manage the Clock

Watch the shot countdown. As it winds under five, tighten the defensive screws. If it gets to three or less, be up on your man and ready to catch the shot right off his fingertips. Nothing beats an instant block.

Practice Thievery

If your opponent is fond of the half-court passes and fastbreaks, practice jumping in the path of the ball for the steal.

Inbound steals are a cool tactic. As your opponent is about to inbound, take your highlighted player and dart in toward the player receiving the ball. Tap steal just as the opponent begins his receive ball animation; if you time this correctly, you’ll get the ball (and be underneath your own hoop).

Gamebreaker D

Remember that GB2s cannot be blocked, so if your opponent has pocketed a GB1 and is working toward a GB2, it’s smart to use your GB1 to cancel his GB2 progress. This will avert the huge point swings of a GB2.

Try to work your gamebreaker meter so it becomes full when you are in possession of the ball. Doing so will accomplish a couple of things, allowing you the most time to work an open shot or pocket it.
Defensive Strategy cont.

Always Play Tenacious D

Don't give up on the play. Even though it's hard, we've seen blocked shots come from behind the play. Great recoveries are what it's all about.

If a guy is banging the ball off your head with Off da Heezay, run away. The pass will go awry and you'll get it. Do not try countering Off da Heezay unless you're a psychic and know when it's coming.

Challenge every shot. Just having a player in another guy's face as he shoots significantly reduces the chances of that shot going in.

Try to build most of your lineups to have at least one player with a top blocks rating and another with a top steals rating. This way you'll put pressure on the offense just about anywhere on the court.

Be Tricky, Not Tricked

Don't randomly throw out trick counters. Wait and watch to make sure the offensive player has begun an advanced trick, then make your move.
Top 10 Defensive Teams

**San Antonio Spurs**
Tim Duncan and David Robinson are 14 feet of shot-blocking madness.

**L.A. Lakers**
Shaquille is nearly impossible to dunk on, and Kobe has some mad stealing skills.

**Miami Heat**
Coach Pat Riley still builds on defense first, and he has Alonzo Mourning manning the lane. Eddie Jones and Brian Grant are two more solid defenders.

**New Jersey Nets**
Dikembe Mutombo and Kenyon Martin are monsters on the glass and masters of rejection.

**Detroit Pistons**
Ben Wallace might lead the NBA in intimidation. His menacing size and skills lead the Pistons.

**Houston Rockets**
Yao Ming has a five in blocks, while Cuttino Mobley and Steve Francis are master thieves.

**New York Knicks**
This is an all-around team. Latrell Sprewell is active on defense, and Antonio McDyess is a bona fide middle man.

**Alanta Hawks**
Theo Ratliff carries a five in blocks and fours in power and rebounds. Combined with Terry's four in steals, the Hawks can clamp down.

**Denver Nuggets**
Marcus Camby and Nene Hilario are the only tandem in the game to both have block ratings of five.

**Portland Trail Blazers**
Combine one big-time shot-blocker (Rasheed Wallace) with a bunch of players who have steals ratings of four, and you have the makings of a good defensive team.
Atlanta’s got some serious frontline power. You’d be wise to use it to your advantage. Pound inside with Abdur-Rahim and Ratliff, then complement them with an outside player, preferably Jason Terry. Terry’s speed, ball-handling, and three-point ability make him a tough matchup for opposing guards. If you want more flexibility in your lineup, put Glenn Robinson in for a mix of threes and inside play. You’ll lose Ratliff’s shot-blocking, but Abdur-Rahim can cover that department.

The Hawks don’t have the most star-studded lineup in terms of game points, so just go up-tempo on offense and force Terry to beat you from the outside. If you’re taking it to the hole, beware of Ratliff’s presence and use adjusted dunk-layup transitions to get by his blocks. Dion Glover is a nifty steals specialist, so be wary of too many fancy dribbles near him.
What's Your Style

**Go BIG**
Robinson, Ratliff, and Abdur-Rahim

**All-Offense**
Terry, Robinson, and Abdur-Rahim

**Go Small**
Terry, Glover, and Robinson

**All-Defense**
Ratliff, Abdur-Rahim, and Glover

Player Profiles

**Shareef Abdur-Rahim**
This versatile power forward can score midrange and around the bucket. Abdur-Rahim has good power and size. He’s definitely one of Atlanta’s main threats on offense.

**Theo Ratliff**
The man in the middle looks to control the paint with his intimidating defensive presence. One of the league’s leading shot-blockers, he’ll serve up ballburgers at a high rate. On offense, Ratliff is a dunk machine, utilizing his 6-10 frame to the fullest.

**Jason Terry**
One of the Hawks’ young, exciting stars on the rise, Terry has explosive speed, he handles the ball great, and is a threat to steal. Equally comfortable shooting downtown or driving to the hole, Terry is a true weapon on offense.

**Glenn Robinson**
This solid veteran has been among the league’s top small forwards. He likes to shoot the three and can pull off some nice alley-oop combos. All-around skills make him part of a winning Atlanta lineup.

**Dion Glover**
Glover has good size, and he’s a small upgrade defensively from Terry. If defense is your game, Glover can be a lockdown guy on the perimeter.
The Celtics are a team of long-ball wizards; Paul Pierce, Antoine Walker, and Tony Delk can all light it up from downtown. Launch threes early and often, but try to string together some fancy dribble/pass moves before firing. This will build up the gamebreaker and give you a boost at the right time. The Celtics don’t have any player rated five in blocks, so use Pierce’s above-average steals rating to roam around on defense.

Get tenacious ball pressure on Pierce and Walker, or suffer the consequences as treys rain down from the outside. Use steal at will and, if anything, force the Celts inside for single-point buckets instead of bombs from downtown. Control Pierce and you have a good chance of beating the Celtics.
What's Your Style

Go BIG
Battie, Baker, and Walker

All-Offense
Pierce, Walker, and Delk

Go Small
Delk, Pierce, and Walker

All-Defense
Battie, Baker, and Pierce

Player Profiles

Paul Pierce
An NBA All-Star in 2003, Pierce has continued to improve his game. Pierce loves to mix it up down low, using a variety of deadly trick moves to free up for a slam. Pierce also is among the NBA leaders in three-point shots.

Antoine Walker
There’s more to Antoine’s game than his cool shimmy after a big play. Walker is a big-time rebounder and can put up points in a hurry. He’s another versatile Celtic player who is equally comfortable scoring down low or hoisting threes.

Vin Baker
A solid veteran, Baker is a big low-post presence for the Celtics. At 6-11, 250 pounds, Baker gives the Celtics a lift in dunks, rebounds, and the power game. Don’t use too many trick moves with Baker, as his three rating in handles isn’t meant for slashing to the hoop.

Tony Delk
Delk is an outside assassin, using his quality shot and handle ratings to break down opposing defenses. If you want to start a long trick combo, running the ball through Delk is a good start.

Tony Battie
Not rated too highly in the offensive categories, Battie is a man on the glass and in the lane. Use him to turn away would-be dunkers and to pull down clutch rebounds.
The Bulls have some young legs in Jay Williams, Eddy Curry, and Tyson Chandler. Williams is an explosive player, while Jalen Rose is the team's most versatile scoring threat. Use Donyell Marshall to stiffen up the Chicago defense, and try to take over with Williams and Rose.

Some of the Chicago big men don't have the best handles ratings, so get it into their hands and force a turnover if possible. Watch out for Curry and Chandler alley-oops and you should be able to "D-up" on this team.
What's Your Style

**Go BIG**
Marshall, Curry, and Chandler

**All-Offense**
Williams, Rose, and Marshall

**Go Small**
Williams, Rose, and Marshall

**All-Defense**
Rose, Chandler, and Marshall

Player Profiles

**Jay Williams**
Williams has a great power rating (four) for a little guy, which means he can challenge shot-blockers and succeed. He also has a five in handles, and he should set up the majority of the offense. Call picks to free Williams up for the occasional three.

**Jalen Rose**
Rose rates well in every category except for rebounds and blocks, where he sports two apiece. Rose's offensive skills are excellent and make the Bulls a threat.

**Tyson Chandler**
One of Chicago's young big men, Chandler can be paired with Curry for a truly imposing front line. When Chandler's in the game, look for shot-altering blocking skills and high-flying dunks.

**Eddy Curry**
The second part of Chicago's Twin Towers, Curry is a 6-11 workhorse. Curry is comfortable around the hoop, where he can nab offensive rebounds and look for easy alley-oop chances.

**Donyell Marshall**
A talented swingman who can be paired with Jalen Rose to make for a very versatile lineup, Marshall does a little of everything well. He should not be overlooked when using the Bulls.
The Cavs have some exciting young talent in Ricky Davis, Darius Miles, and Dajuan Wagner, as well as established players like Zydrunas Ilgauskas. Look to use Davis a lot on offense, as he makes for one of Cleveland's biggest scoring threats. Wagner has shot and steals ratings of five each, so use him to your advantage.

Watch out for any Cleveland lineup with 7-3 Ilgauskas in the middle. He's a tough shot-blocker and a force on offense. Davis is a great scorer, but his shot rating (three) shows that he can get inconsistent at times.
What's Your Style

Go BIG
Ilgauskas, Miles, and Jones

All-Defense
Davis, Miles, and Ilgauskas

Go Small
Davis, Wagner, and Jones

All-Offense
Davis, Jones, and Wagner

Player Profiles

Dajuan Wagner
Small, fast, and deadly with the ball, Wagner is a promising rookie for the Cavs. In NBA STREET Vol. 2, Wagner has sweet five ratings in a couple of important categories, so he's a player to rely on.

Ricky Davis
Davis is a 6-7 skywalker who can put up spectacular jams. Team him up with Miles to give the Cavs a very athletic lineup. Davis's handles rating (four) means he can get his own shot when necessary.

Zydrunas Ilgauskas
Cleveland’s main big man threat, Ilgauskas is a steady scorer. Defensively, he’s not rated as highly as some of the game’s other centers, but his height makes him a tough competitor.

Jumaine Jones
With fours in shot, dunk, and power, Jones is a good inside-outside option for the Cavs. Despite his 6-8 height, Jones has only a two rating in blocks, so help him out on the defensive end.

Darius Miles
Along with Davis, Miles has a high dunk rating for show-stopping slams. The second-highest-rated Cavs player, with 24 total points, Miles is a solid complementary player for any lineup.
It’s easy to enjoy the Mavericks. Michael Finley and Steve Nash are a potent one-two combo, while Dirk Nowitzki can do it all. Raef LaFrentz and Nick Van Exel are plenty good in their own right, allowing for a variety of fun Dallas lineups.

Playing as the Mavericks

Playing against the Mavericks

Take a team with good guard talent, because Van Exel, Nash, and Finley are a tough matchup for most squads. Once that’s accomplished, look to pound the ball inside. The Mavs don’t have the top-rated interior defense in the game and are susceptible to power players down low.
**Go BIG**
Nowitzki, LaFrentz, and Finley

**Go Small**
Nash, Van Exel, and Finley

**All-Offense**
Nowitzki, Nash, and Finley

**All-Defense**
Nash, Finley, and LaFrentz

---

**What’s Your Style**

**Steve Nash**
Nash has a five rating in shot, steals, and handles. He would be one of the game’s top-rated players except for his zero in dunks. Still, the Mavericks’ point guard can take over in *NBA STREET Vol. 2* with his marksman-like accuracy and smooth dribbles.

**Michael Finley**
A rugged defender and a lethal scorer, Finley matches up well with just about anyone. His 26 total rating points should make him a part of any lineup the Mavs put on the floor.

**Dirk Nowitzki**
At 7-0 tall, Nowitzki is a new-school big man. He can dunk, he can shoot the three, and he can create off the dribble. Get to know Dirk and get used to winning.

**Raef LaFrentz**
A workmanlike player down low, LaFrentz also has something in common with every other Maverick player; he can shoot. The Mavericks don’t have a player with less than a four shot rating, and LaFrentz fits in nicely.

**Nick Van Exel**
A veteran guard, Van Exel brings his quickness, handles, and shooting to Dallas. He has an above-average steals rating, so surprise people on the defensive end.
Denver relies on its 6-11 cornerstones Marcus Camby and Nene Hilario. Use the big men to set picks and release to the hoop, and enjoy their defensive presence. On the outside, Chris Whitney has the team’s most dependable shot.

Avoid too many trips into the paint or you’ll see a lot of "BLOCK!" flashing on the screen. Work your way around Denver’s inside defense and be ready to launch threes. Once Denver’s defense extends to the three-point line, you can drive with a little more abandon.

### Selectable Players

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### Playing as the Nuggets

Denver relies on its 6-11 cornerstones Marcus Camby and Nene Hilario. Use the big men to set picks and release to the hoop, and enjoy their defensive presence. On the outside, Chris Whitney has the team’s most dependable shot.

### Playing against the Nuggets

Avoid too many trips into the paint or you’ll see a lot of "BLOCK!" flashing on the screen. Work your way around Denver’s inside defense and be ready to launch threes. Once Denver’s defense extends to the three-point line, you can drive with a little more abandon.
Go BIG
Hilario, Camby, and Howard

Go Small
Whitney, Donnell, and Howard

All-Offense
Hilario, Whitney, and Howard

All-Defense
Camby, Whitney, and Hilario

What's Your Style

Player Profiles

Marcus Camby
An effective player around the hoop, Camby has some serious hops. Whether he's dunking or sending a shot back, Camby can be an active, valuable player for the Denver Nuggets.

Nene Hilario
There's nothing "hilarious" about Hilario's game, as this guy joins Camby to give Denver a pair of proficient shot-blockers. Hilario also can handle a bit and has a knack for cleaning up missed shots.

Juwan Howard
Howard's main attributes are his dunks and overall power, but he's also got midrange skills. Get Howard involved a little away from the basket to open up space for Hilario and/or Camby underneath.

Chris Whitney
With five ratings in shot and handles, Whitney is Denver's main firepower from the outside. Use Whitney to drive and dish to the big men, or kick it back out for a long trey.

Harvey Donnell
Donnell doesn't have one of the top point ratings for Denver, but he can mix it up a bit with his four power rating. Get Donnell down low and he can do some damage.

There's nothing "hilarious" about Hilario's game, as this guy joins Camby to give Denver a pair of proficient shot-blockers. Hilario also can handle a bit and has a knack for cleaning up missed shots.
Detroit has quickly become one of the Eastern Conference’s top teams, led by big man Ben Wallace. Detroit is capable of ramping up the defense, so keep that in mind.

Detroit lacks a true sharpshooter (no player has a shot rating of five), so pack it in down low and make them challenge you from the outside. If Chauncey Billups and Richard Hamilton are both in, they can burn you, so keep a careful eye on who’s around the perimeter.

### Selectable Players

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### Playing as the Pistons

Detroit has quickly become one of the Eastern Conference’s top teams, led by big man Ben Wallace. Detroit is capable of ramping up the defense, so keep that in mind.

### Playing against the Pistons

Detroit lacks a true sharpshooter (no player has a shot rating of five), so pack it in down low and make them challenge you from the outside. If Chauncey Billups and Richard Hamilton are both in, they can burn you, so keep a careful eye on who’s around the perimeter.
What's Your Style

Go BIG
Wallace, Robinson, and Williamson

All-Offense
Billups, Robinson, and Hamilton

Go Small
Billups, Hamilton, and Williamson

All-Defense
Wallace, Hamilton, and Williamson

Player Profiles

Richard Hamilton
Hamilton has made a home in Detroit since coming over from Washington. A silky-smooth swingman, he likes to push it up the court and get out on the wing.

Chauncey Billups
Billups has loads of quick moves and uses them well. A darting player with a quick release, Billups is a high-revving engine for the Pistons. His dunk rating isn’t bad for a little man, so go to the rack on occasion.

Clifford Robinson
Robinson has only a three shot rating for NBA STREET Vol. 2. No worries; just work it inside where his dunks and power make him hard to handle.

Ben Wallace
Defense is the name of Wallace’s game, and he carries his reputation as one of the NBA’s leading shot-blockers to the courts of NBA STREET Vol. 2. Big Ben is a ferocious defender and never met a dunk he didn’t like.

Corliss Williamson
Williamson is a physical low-post player who can bang with the best of them. Don’t keep him rooted there, as he has a very solid handles rating (four).
As one of the NBA’s youngest teams, the Warriors have a solid nucleus of talent. Antawn Jamison is the player for points in the paint, while Gilbert Arenas and Jason Richardson are lightning-quick outside players. Mike Dunleavy Jr. and Troy Murphy give the Warriors flexibility and size.

Richardson and Jamison both sport high dunk ratings, so try to spoil their open drives to the hole. No Warriors player has above a two in blocks, so get to the rack early and often. If you can keep Richardson under wraps, you’ll have a good chance of beating Golden State.
**What's Your Style**

**Go BIG**  
Murphy, Dunleavy Jr., and Jamison

**All-Offense**  
Richardson, Jamison, and Dunleavy Jr.

**Go Small**  
Arenas, Richardson, and Jamison

**All-Defense**  
Jamison, Richardson, and Murphy

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**Player Profiles**

**Gilbert Arenas**
His main strengths are in steals and handles, with ratings of four in each. Rated slightly above average in shot, he can be looked to for an occasional three.

**Jason Richardson**
Definitely a good offensive option for the Warriors, Richardson has a four in shot and a five in dunks. He isn’t rated highly in rebounds, but he’ll need to help out on the glass at times.

**Antawn Jamison**
Like Richardson, Jamison has the good offensive ratings needed to score. He also has the team’s best rebounding rating, so keep him around the hoop as much as possible. Look for tip-in slams.

**Mike Dunleavy Jr.**
Another big man with a solid outside shot, Dunleavy Jr. is an all-around performer. With only a three in dunks, Dunleavy might get rejected by some of the game’s better shot-blockers.

**Troy Murphy**
Murphy shares time on the block with Jamison and brings some genuine skills to the low post. Use him to draw attention and kick it back outside for open jumpers.
The Rockets are an intriguing team, possessing a couple of standout guards to go along with rookie Yao Ming. If you’re going to use them, find a way to keep Steve Francis involved. He has great shot and dunks ratings and can always find Yao near the hoop if he gets in trouble.

Concentrate your defense on stopping Francis and Cuttino Mobley. Yao is good inside, but his somewhat mediocre power rating makes him a target for shot-blockers. Francis is liable to pull off a ton of trick moves with his excellent handles, so look to use the trick counter move against him.
What’s Your Style

Go BIG
Griffin, Posey, and Yao

All-Offense
Mobley, Francis, and Posey

Go Small
Francis, Mobley, and Posey

All-Defense
Yao, Francis, and Griffin

Player Profiles

Yao Ming
He might be a rookie, but his presence gives the Rockets a big option. Whether he’s down low or on the perimeter, Yao occupies some serious space. Put his shot-blocking skills to work.

Steve Francis
The highest-rated player for the Rockets, Francis is a scoring machine. He’s got the handles, dunks, and shot, and when all else fails, he can steal it and go the other way.

Cuttino Mobley
Francis’s backcourt mate has a deadly shot of his own, but his dunk rating is dialed down a notch. Still, with fours in handles and steals, Mobley can pair with Francis to cause nightmares for opposing defenses.

James Posey
A reliable swing player who can match up with another team’s guard or forward, Posey has fours in shot and dunks and is rated pretty well defensively.

Eddie Griffin
Taller than Posey, Griffin possesses similar skills. He has favorable shot and dunks ratings and can use his shot-blocking prowess if someone gets by Yao.
The Pacers have meshed veteran talent with rising young stars. On offense, get Reggie Miller involved from the outside, and look to Jermaine O’Neal and Ron Artest to do the dirty work underneath. Jamaal Tinsley and Ron Mercer are also talented players who can bolster Indiana’s offense.

Playing as the Pacers

Don’t let Miller warm up from the outside, and beware Artest’s defense. Artest is rated highly in steals, while O’Neal anchors the defense around the rim. Look to pump-fake O’Neal for a clear path to the hoop.

Playing against the Pacers

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Jermaine O’Neal

O’Neal’s forte is policing the paint, where his dunk, power, and block ratings (five, four, and five, respectively) come in handy. O’Neal can be paired with Miller for a great inside-outside combination.

Reggie Miller

Miller has made a reputation as one of the league’s most prolific three-point shooters. He can single-handedly take over a game from downtown, but don’t look for spectacular dunks.

Ron Mercer

Mercer has a good shot rating and can provide some additional outside firepower along with Miller. He also has a good dunk rating, so don’t hesitate to work him inside.

Jamaal Tinsley

Tinsley has a four in shot and a five in handles, so use him to run the offense. Pull off tricky dribble moves to knock down opposing defenders, then blow by them.

Ron Artest

A defensive stalwart, Artest can slow down opposing offenses with his steals and power. He’ll also contribute a few dunks and some rebounds along the way.

Primagames.com
Los Angeles Clippers

Selectable Players

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Playing as the Clippers

The Clippers feature a wide range of talent, from the outside shooting of Lamar Odom and Andre Miller to the inside work of Elton Brand and Corey Maggette. Quentin Richardson can also fill it up, so don’t forget about him when you’re making the lineup.

Playing against the Clippers

You’ve got to shut down Odom, who has one of the highest ratings among NBA players. He can shoot, dunk, and generally wreak havoc on your team. Look to swipe the ball from Brand (who has a two in handles) when he gets it down low.
What's Your Style

Go BIG
Odom, Brand, and Maggette

All-Offense
Richardson, Odom, and Miller

Go Small
Miller, Maggette, and Richardson

All-Defense
Odom, Miller, and Brand

Player Profiles

Lamar Odom
With 27 total rating points, Odom is rated only one point lower than Kobe Bryant. Odom can do it all, and you'd be wise to put him in any Clipper lineup. His only semi-weak spot is a three power rating.

Elton Brand
Brand is a gritty inside player who will trade elbows with the best of them. Set him up for some easy slams and get him active on the glass.

Corey Maggette
Maggette has the best dunk rating on the team, so look for the give-and-go alley-oop. He's also valuable on the defensive end and can hold his own when rebounding.

Andre Miller
Talented with the ball, Miller has ratings of five in handles and steals, making him an ideal point man. He's also got a capable shot rating.

Quentin Richardson
Richardson can be part of a potent offensive attack with his solid shot and dunk ratings. He can help out on defense but isn't too strong on the boards.
The Lakers haven’t won three consecutive NBA Championships for no reason. They have a roster of excellent players, led by Shaquille O’Neal and Kobe Bryant. The Lakers are the only team in the game to have two players rated 26 or better, so they should have an advantage versus any team.

You’re not going to stop the Lakers, so be sure you get the most out of your offensive possessions. You can occasionally pick Shaq’s pocket, but if you miss, be prepared to watch a thunderous dunk.
What’s Your Style

**Go BIG**
O’Neal, Horry, and Fox

**Go Small**
Fisher, Bryant, and Fox

**All-Offense**
Bryant, Fisher, and O’Neal

**All-Defense**
Bryant, O’Neal, and Horry

Player Profiles

**Kobe Bryant**
A 28 overall rating puts Bryant at the top of the charts. Whatever you need Kobe to do, he can oblige. Fives in dunk, shot, steals, and handles make him a top-flight performer.

**Shaquille O’Neal**
Shaq is a mountain of muscle inside. He’ll dunk over anyone in the game, and he’s fearless around the hoop. He’s also one of the game’s better shot-blockers.

**Derek Fisher**
Don’t overlook this guy when making your Laker lineup. His fours in shot and steals, and a five in handles, make him a nice complementary player.

**Rick Fox**
Fox has decent ratings in just about every category, so use him if you are looking for balance. Fox has always been known for steady play.

**Robert Horry**
Known for his clutch three-point skills, Horry can be looked to in a pinch. He’s also got a block rating of four, so beef up your interior defense with Horry in the lineup.
The Grizzlies don’t have a player rated over 22, so you’ll have to get creative to get the most out of this team. Stromile Swift and Pau Gasol are the main inside threats, while Mike Miller, Jason Williams, and Shane Battier can hit from deep.

Memphis is not one of the higher-rated teams in the game, so play good, solid defense and you should establish a lead. Swift is the only player with a dunk rating of five, so look to block a ton of shots versus Memphis.
**What’s Your Style**

**Go BIG**
Gasol, Swift, and Miller

**Go Small**
Williams, Miller, and Battier

**All-Offense**
Williams, Gasol, and Miller

**All-Defense**
Swift, Battier, and Gasol

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**Player Profiles**

**Jason Williams**
Good shot, steals, and handles ratings make Williams one of Memphis’s top players. Williams can get it done from deep at times but is best out in the open court.

**Pau Gasol**
Gasol has nifty moves around the rim, but he doesn’t have the best dunk ability for a big guy. Keep him inside on defense to try to swat some shots.

**Stromile Swift**
Swift has the team’s best inside game, but poor shot and handles ratings mean you don’t want the ball in his hands too much.

**Mike Miller**
Miller is best when roaming the outside. Put his shot rating (five) to work for you and look for some quick trifectas.

**Shane Battier**
Another Grizzly who doesn’t excel at any one thing, but who has solid ratings across the board, Battier has a good shot and can help out on defense.
With four players rated 24, the Heat can run a variety of effective lineups on the floor. Alonzo Mourning is a powerful force in the paint, while Caron Butler and Eddie Jones are athletic slashers on the outside. The Heat have enough firepower to play with anyone.

Keep Mourning and Brian Grant off the glass. They’re both tenacious rebounders and can get the Heat extra shots. Jones and Butler are hop-happy dunkers, so be sure you keep a shot-blocker back to contain them.
Go BIG
Grant, Mourning, and Butler

Go Small
Carter, Jones, and Butler

All-Offense
Jones, Butler, and Mourning

All-Defense
Grant, Mourning, and Jones

Player Profiles

Alonzo Mourning
Mourning has the dunk, power, and rebounding ratings to take over a game. He can set devastating picks to free up the Heat's shooters.

Brian Grant
A tireless worker on the boards, Grant is a double dose of inside trouble when he's alongside Mourning. He also has a five rating in power, so if somebody gets by Mourning he can pick up the slack.

Eddie Jones
Long and lean, Jones is a slippery offensive player who can get to the rim seemingly at will. His dunk rating (four) means he'll finish most opportunities, and he's also capable of knocking down the open jumper.

Caron Butler
Almost a carbon-copy of Jones, Butler has the same inside-outside skills and is even more of a potent finisher (dunk rating of five). He lacks a great handles rating, so don't mess around with the ball too long.

Anthony Carter
The point man for the Heat, he has handles and steals but not much else. Use him to distribute the ball and annoy opposing ball handlers.
The Bucks were recently overhauled with the addition of Gary Payton and Desmond Mason. Anthony Mason is a bruiser underneath, and Sam Cassell and Tim Thomas are quality offensive players. The Bucks have the offense but lack a true defensive stopper.

It’ll be run-and-gun versus Milwaukee, as the Bucks love to get up and down. Work them over inside; they don’t have anyone with a shot-block rating higher than two. If you can effectively break them down inside, beating the Bucks shouldn’t be a problem.

### Selectable Players

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### Playing as the Bucks

The Bucks were recently overhauled with the addition of Gary Payton and Desmond Mason. Anthony Mason is a bruise underneath, and Sam Cassell and Tim Thomas are quality offensive players. The Bucks have the offense but lack a true defensive stopper.

### Playing against the Bucks

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Go BIG
Thomas, Mason, and Mason

Go Small
Payton, Cassell, and D. Mason

All-Offense
Thomas, Payton, and Cassell

All-Defense
Payton, A. Mason, and Cassell

What’s Your Style

Gary Payton
Payton has the ability to run the show, possessing fives in steals and handles and a four in shot. Payton can swipe the ball in a heartbeat and has the court vision to find the open man.

Desmond Mason
Known for his showcase performances in the NBA Slam Dunk competition, Mason can jump out of the gym. Use him if you want to see a wide repertoire of NBA STREET Vol. 2’s slams.

Anthony Mason
One tough competitor inside the lane, Mason can bump with the best of them. Use him for some easy buckets on offense. His power rating (five) makes him tough to handle.

Tim Thomas
Rated as the Bucks’ best overall player, Thomas is another two-way threat who can glide to the hoop or pull up for a long jumper.

Sam Cassell
Cassell still has a deadly jump shot, and he can be paired with Payton for a great outside duo. He also has great steals and handles.

Player Profiles

Thomas, Mason, and Mason

Payton, Cassell, and D. Mason

Payton, A. Mason, and Cassell

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Sam Cassell
Cassell still has a deadly jump shot, and he can be paired with Payton for a great outside duo. He also has great steals and handles.
The T-Wolves are backed by one of *NBA Street Vol. 2*’s highest-rated players in Kevin Garnett (28 overall). Get him active and draw the defense so you can kick it to Wally Szczerbiak for three. Joe Smith can help pound the glass, and Troy Hudson is another quality shooter. Terrell Brandon is a small but effective defender.

Defending the Timberwolves revolves around keeping Kevin Garnett from slamming his way to 21 straight points. Swarm him when he has the ball and hope for a steal or two. The Minnesota guards are on the smallish side, so look to drive on them.
Go BIG
Garnett, Smith, and Szczerbiak

Go Small
Hudson, Brandon, and Szczerbiak

All-Offense
Garnett, Szczerbiak, and Brandon

All-Defense
Smith, Garnett, and Brandon

Player Profiles

Kevin Garnett
Right up there with Kobe Bryant and Tracy McGrady with a 28 overall rating, Garnett is a prolific scorer who also has the ability to change the game defensively.

Wally Szczerbiak
Dovetailing nicely with Garnett’s abilities, Szczerbiak’s outside game takes pressure off the big guy. He has decent handles and steals, so don’t be afraid to move around with Szczerbiak.

Terrell Brandon
Brandon has the team’s best steals and handles ratings. He also has a dependable outside shot and should be in most lineups.

Joe Smith
Another low-post option for the Timberwolves, Smith has size, shot-blocking, and power.

Troy Hudson
Slick with the ball, Hudson can drain the open look. Use his handles rating (five) to bust off serious trick combos and boost that gamebreaker.
The Nets thrive on stellar defense, with Kenyon Martin and Dikembe Mutombo anchoring the effort. Jason Kidd runs the show on offense and looks to get long-range specialist Kerry Kittles involved.

**Playing as the Nets**

The Nets thrive on stellar defense, with Kenyon Martin and Dikembe Mutombo anchoring the effort. Jason Kidd runs the show on offense and looks to get long-range specialist Kerry Kittles involved.

**Playing against the Nets**

Keep the pressure up on Kidd. If his turbo runs low, you might get a rare steal from him. Patrol the outside, where Kittles likes to make a living. Keep Martin and athletic Richard Jefferson off the offensive glass.
What's Your Style

**Go BIG**
Mutombo, Martin, and Jefferson

**All-Offense**
Kittles, Kidd, and Martin

**Go Small**
Kidd, Kittles, and Jefferson

**All-Defense**
Martin, Mutombo, and Kidd

Player Profiles

**Jason Kidd**
The Nets' floor leader has a great 26 overall rating. He's a magician with the ball, so use kick passes, alley-oops, and ankle-breaking dribble moves with Kidd.

**Dikembe Mutombo**
Mutombo loves to return shots to sender. Fives in all the important big man categories (power, blocks, and rebounds) make Dikembe a tough customer.

**Kerry Kittles**
Kittles has a good handles rating, but he's at his best when coming off of picks or motion. Put his shot rating of five to work on the offensive end.

**Richard Jefferson**
Here's one of the game's many dunk machines. Throw it up and watch Jefferson go get it.

**Kenyon Martin**
A fierce defender, Martin doesn't like to give up easy buckets. Beware when he and Mutombo are in the game together.
Here's a team that can shoot the rock. The Hornets have three players with four or better shot ratings. Use their outside prowess to set up inside moves by Jamal Mashburn. Baron Davis is a little guy with a big dunk rating.

You've got to shut down the outside game of New Orleans. Look to put the defensive clamps on their guards, and challenge Mashburn inside. Jamaal Magloire is the only solid shot-blocker on the team, so use him to your advantage.
What's Your Style

Go BIG
Magloire, Mashburn, and Brown

All-Offense
Mashburn, Wesley, and Davis

Go Small
Davis, Wesley, and Mashburn

All-Defense
Davis, Brown, and Mashburn

Player Profiles

Baron Davis
Davis hits the 25 overall rating thanks to great shot, dunk, handles, and steal ratings. A great two-way player, Davis can contribute on offense or defense.

Jamal Mashburn
Also a 25 overall, Mashburn is money from anywhere on the court (shot rating of five). He'll also mix it up inside a bit.

P.J. Brown
Brown provides valuable inside toughness with his shot-blocking and rebounding. He's an underrated performer.

David Wesley
Wesley gets the job done with the ball. He has a high shot rating and can break the defense down with his handles.

Jamaal Magloire
Not an option for handles or steals, Magloire is more comfortable moving without the ball. Get him on the glass for extra shots.
The Knicks attack with their guards, as Latrell Sprewell and Allan Houston are a sold one-two scoring combination. Antonio McDyess is a highly-rated inside player, while Shandon Anderson and Kurt Thomas provide a rebounding punch with any lineup.

Watch for the dunk-happy Sprewell and McDyess. Each has a dunk rating of five, and they can get it going in a hurry. Houston will try to pick you apart with threes, so keep a careful eye on him.
**What's Your Style**

**Go BIG**
McDyess, Thomas, and Houston

**Go Small**
Houston, Sprewell, and Anderson

**All-Offense**
Sprewell, Houston, and McDyess

**All-Defense**
McDyess, Thomas, and Sprewell

**Player Profiles**

**Latrell Sprewell**
A versatile performer in every aspect of the game, Sprewell has the shot and dunks to score, while his steals rating on defense makes him dangerous.

**Allan Houston**
Houston is nails from the outside. Bust a few open looks with Houston to draw some attention, then get your other players involved.

**Kurt Thomas**
Thomas gets the team’s top rebounding rating and provides a measure of physical play for the smallish Knicks.

**Antonio McDyess**
McDyess is an awesome dunker, and with his power, can be a big help on both the offensive and defensive ends.

**Shandon Anderson**
Anderson has twos and threes in every category. As the Knicks’ lowest-rated player, his time on the court should be limited.
The Magic feature one of the game’s three players with 28 ratings (Tracy McGrady). You’ll want him to be a part of any Orlando lineup. Grant Hill is a do-everything player, while Darrell Armstrong, Shawn Kemp, and Drew Gooden round out a solid team.

Look to pick on Kemp and Gooden when they have the ball, as their handles ratings leave something to be desired. Get McGrady away from the hoop if possible and beware of Hill prowling the lane on defense.
**What’s Your Style**

**Go BIG**
Kemp, Gooden, and McGrady

**All-Offense**
McGrady, Hill, and Kemp

**Go Small**
Armstrong, Hill, and McGrady

**All-Defense**
McGrady, Hill, and Gooden

**Player Profiles**

**Tracy McGrady**
One of the game’s highest rated players, McGrady should be in any and all Orlando lineups. He has fours or better in every category except for blocks. Drive the lane with another player and watch McGrady spring for the oop.

**Grant Hill**
His ankle is fine on the virtual courts of NBA STREET Vol. 2, and Hill’s 26 rating serves the Magic well. Double him up with McGrady for one of the game’s better two-player combos.

**Darrell Armstrong**
The team’s most effective perimeter defender, Armstrong has a five in steals. Look to bomb from long range on the offensive end.

**Drew Gooden**
This quality rookie has a five in dunks and a four in rebounds. Get Gooden out on the break for transition buckets.

**Shawn Kemp**
This veteran performer has a solid 24 overall rating. Look to get Kemp involved inside, as his power and dunks are above average.
Philadelphia has the electric Allen Iverson running the show. With his deadly shot, great handles, and defensive effectiveness, Iverson is a one-man show. Keith Van Horn and Aaron McKie can shoot the ball, while Derrick Coleman mans the middle. Eric Snow is lightning-quick.

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Playing as the Sixers

Philadelphia has the electric Allen Iverson running the show. With his deadly shot, great handles, and defensive effectiveness, Iverson is a one-man show. Keith Van Horn and Aaron McKie can shoot the ball, while Derrick Coleman mans the middle. Eric Snow is lightning-quick.

Playing against the Sixers

Watch Iverson all the time and keep a man in the face of the 76ers' main scoring threat. Every Sixer has a four or better shot rating, but it's still better to force other players to beat you.
What's Your Style

Go BIG
Coleman, Van Horn, and McKie

All-Offense
Iverson, Van Horn, and McKie

Go Small
Iverson, Snow, and McKie

All-Defense
Van Horn, Iverson, and Snow

Player Profiles

Allen Iverson
One of the game's most exciting players, Iverson makes full use of his great shot and handles ratings. Don't be afraid to shoot from anywhere with Iverson, as his range is nearly unlimited.

Keith Van Horn
Big guy with a big game. At 6-10, Van Horn is one of the taller players with a four handles rating. Use him to move the ball around and free Iverson up.

Aaron McKie
McKie makes his contributions as a sniper-like shooter and a rugged defender.

Eric Snow
Snow can be teamed up with Iverson for an ultra-quick lineup. He likes to steal the ball and go the other way.

Derrick Coleman
A big player, Coleman is at ease away from the bucket. He has quick hands and above-average handles.
The Suns are paced by the "M" and "M" combination of Stephon Marbury and Shawn Marion. Amare Stoudemire provides the defensive backbone, while Joe Johnson and Penny Hardaway serve as capable offensive players.

Look to keep tabs on Marion. Even though Marbury is a stellar shooter, Marion can shoot and finish above the rim. If you can force the ball away from these two players, you'll have a much better chance for victory.

### Selectable Players

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What's Your Style

**Go BIG**
Marion, Hardaway, and Stoudemire

**Go Small**
Marbury, Johnson, and Hardaway

**All-Offense**
Marbury, Marion, and Hardaway

**All-Defense**
Stoudemire, Marion, and Johnson

Player Profiles

**Stephon Marbury**
A guard who plays big, Marbury has fair power and dunk ratings for a little player. Use his dribble moves to knock the "D" on its heels.

**Shawn Marion**
Definitely a player who likes to get air. With fours in dunks, power, shot-blocking, and rebounding, Marion spends a lot of his time off the floor.

**Anfernee "Penny" Hardaway**
A consistent performer who gives the Suns a lift from the outside, Hardaway also has a dependable handle when the ball is in his hands.

**Joe Johnson**
Use Johnson to complement your lineup, as he can provide some important filler on offense or defense.

**Amare Stoudemire**
This exciting rookie centers the defense for the Suns. Lay back near the rim and reject shots when playing as Stoudemire.
The Trail Blazers are big and good. Rasheed Wallace is a 6'11 forward with a 27 overall rating, and Scottie Pippen is a workmanlike performer. Pound the ball through the rim with Wallace, or look outside for Derek Anderson, Bonzi Wells, or Damon Stoudamire.

Forget about it if you let Wallace run free. Control him and you’ll have to weather the onslaught of outside shots from a good shooting team. Still, no Trail Blazer has a five shot rating, so it’s better to take your chances forcing them deep.

**Selectable Players**

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**Playing as the Blazers**

The Trail Blazers are big and good. Rasheed Wallace is a 6'11 forward with a 27 overall rating, and Scottie Pippen is a workmanlike performer. Pound the ball through the rim with Wallace, or look outside for Derek Anderson, Bonzi Wells, or Damon Stoudamire.

**Playing against the Blazers**

Forget about it if you let Wallace run free. Control him and you’ll have to weather the onslaught of outside shots from a good shooting team. Still, no Trail Blazer has a five shot rating, so it’s better to take your chances forcing them deep.
What's Your Style

Go BIG
Wallace, Pippen, and Wells

Go Small
Stoudamire, Anderson, and Wells

All-Offense
Wallace, Pippen, and Anderson

All-Defense
Stoudamire, Wallace, and Anderson

Player Profiles

Rasheed Wallace
Absolutely a killer around the hoop, Wallace can fight through traffic for easy scores. He also has decent handles and can be used to set up plays.

Scottie Pippen
You can’t do too much wrong with this veteran. Pippen still merits a 25 overall rating, meaning you’ll want to put his skills to use.

Damon Stoudamire
A 5-10 guard who is rated 19 overall, Stoudamire still has important skills in shot, handles, and steals. Don’t overlook him when creating a lineup.

Derek Anderson
Almost identical in his ratings to teammate Wells, Anderson has a slightly better handles rating.

Bonzi Wells
Another sharpshooter for the Blazers, Wells is a little tougher underneath than Anderson. He can contribute in the rebounding department.
The Kings are one of the best overall teams in *NBA STREET Vol. 2*, with three players rated 25 or higher. Chris Webber gets it all started, putting his dunk and power ratings to work on lesser foes. Mike Bibby has handles, Peja can shoot, and Vlade is another option inside. If those guys all face tough matchups, put Doug Christie to work slashing to the hole. Whoever you take you'll have to matchup with some serious Kings talent. Find a big man who can stop Webber and/or Vlade, and be sure you have a guard that can run around with Bibby or Christie. There's no blatant weakness on the Kings, so look for a shootout and hope to play with a lead.

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**Playing as the Kings**

The Kings are one of the best overall teams in *NBA STREET Vol. 2*, with three players rated 25 or higher. Chris Webber gets it all started, putting his dunk and power ratings to work on lesser foes. Mike Bibby has handles, Peja can shoot, and Vlade is another option inside. If those guys all face tough matchups, put Doug Christie to work slashing to the hole.

**Playing against the Kings**

Whoever you take you'll have to matchup with some serious Kings talent. Find a big man who can stop Webber and/or Vlade, and be sure you have a guard that can run around with Bibby or Christie. There's no blatant weakness on the Kings, so look for a shootout and hope to play with a lead.
**What's Your Style**

**Go BIG**
Divac, Webber and Stojakovic

**All-Defense**
Webber, Divac and Christie

**Go Small**
Bibby, Christie and Webber

**All-Offense**
Webber, Stojakovic and Bibby

---

**Player Profiles**

**Chris Webber**
This guy is dunks and power personified. He can also be a solid measure of defense against would-be dunk artists. His 28 overall rating makes him a complete player.

**Vlade Divac**
The veteran still has some juice, and is one of the Kings' main assets on the boards. He'll also take care of the ball when called upon.

**Mike Bibby**
He can tear the nets up with his outside accuracy, or drive to the hoop for some nifty layups. He's not too strong on defense, but can pick pockets on occasion.

**Doug Christie**
The Kings have an ultra-utility man in Christie. He is adept on the defensive end and can handle the ball.

**Peja Stojakovic**
The NBA's reigning 3-Point Challenge champion, Peja can fill it up from long range. He also has good handles for a 6-10 guy.
Tim Duncan and David Robinson are, literally, a tall order for most teams to handle. Both players have power and toughness underneath. Steve Smith and Tony Parker can get hot outside, while Malik Rose is another big and physical player. Mix lineups with San Antonio until you find something that suits your game.

Whatever team you take, you’d better make sure they’re prepared to deal with the possibility of Duncan and Robinson. Two 7-footers can pose matchup problems, but it’s also tempting to go small and try and outrun the big guys.
Go BIG
Duncan, Robinson, and Rose
Go Small
Parker, Rose, and Duncan
All-Offense
Duncan, Smith, and Robinson
All-Defense
Duncan, Robinson, and Rose

What's Your Style

Player Profiles

Tim Duncan
Duncan has every move in the book around the hoop, and puts his 26 overall rating to good use. Ride those big shoulders to some easy buckets.

David Robinson
He has a better power and shot block rating than Duncan, but misses a bit on the boards. Robinson and Duncan together can spell trouble for opposing teams.

Steve Smith
Smith still has the shot to make it happen, and has good size for a perimeter player.

Malik Rose
Rose has fours in most of the big man categories. He can go with Duncan and Robinson for one of the biggest, brawniest lineups in the game.

Tony Parker
This young Spurs guard has come on quickly, thanks to a quality shot and outstanding handles. Parker is also the team's most talented pickpocket artist with a four steals rating.
The Sonics recently added an All-Star guard to their roster with the arrival of Ray Allen (formerly in Milwaukee). Allen has an excellent all-around game, and the Sonics have some size inside with Elden Campbell and Vladimir Radmanovic. Rashard Lewis and Brent Barry can be mixed and matched depending on the opposing team’s lineup.

To beat the Sonics, you’ll definitely want to keep Ray Allen’s shots to a minimum. His shot rating (five) can fill it up in a hurry, so look to force other Sonic players to shoot. Radmanovic and Campbell don’t have the best handles around, so pester them anytime they receive the ball.
What's Your Style

**Go BIG**
Campbell, Radmanovic, and Lewis

**Go Small**
Lewis, Allen, and Barry

**All-Offense**
Allen, Barry, and Lewis

**All-Defense**
Radmanovic, Campbell, and Allen

Player Profiles

**Ray Allen**
Allen can shoot from just about anywhere inside the half-court line. Allen has five categories rated four or better, topping out with his shot rating of five. Get him into the flow of the game.

**Elden Campbell**
This seven-footer has skills, mainly in the areas of dunk, power, and shot-blocking. Use him to give the team some defensive grit.

**Vladimir Radmanovic**
Radmanovic has size like Campbell but is used in a more offensive role. He has a good shot but lacks defensive prowess.

**Rashard Lewis**
Another big-time shooter, Lewis can help take some of the pressure off of Allen. Lewis is also a dunking machine, so take it up with him.

**Brent Barry**
Put him with Allen and Lewis and you'll have a lineup of three guys who can all shoot and dunk with some of the game's best.
The Raptors are a formidable team, led by Vince Carter's 26 overall rating. A few rim-rocking slams by Carter can pave the way for teammates Jerome Williams, Antonio Davis, Morris Peterson, and Rafer Alston.

Use the analog stick to double-team Carter whenever the need arises (tight game, near a gamebreaker, etc.). Williams and Davis have questionable handles, so get after those guys defensively.
Go BIG
Williams, Davis, and Carter

Go Small
Alston, Peterson, and Carter

All-Offense
Carter, Peterson, and Davis

All-Defense
Davis, Williams, and Carter

What's Your Style

Vince Carter
Carter's game is all about showmanship. His dunk and alley-oop skills are perfect for some highlight-reel moments. He's also got some pretty good outside abilities.

Morris Peterson
Mo-Pete has a fluid outside game, but he doesn't have much in the way of steals or defensive abilities.

Rafer Alston
This guard can be part of a small and effective Raptors lineup, mixing in his steals, shot, and handles to bolster the team.

Antonio Davis
Davis serves as more than Carter's enforcer, as he'll be glad to dish up a dunk or two of his own. He owns the glass for the Raptors.

Jerome Williams
Williams can serve as a double dose of shot-blocking power when he's in the game with Davis.

Player Profiles

Mo-Pete has a fluid outside game, but he doesn’t have much in the way of steals or defensive abilities.

Rafer Alston
This guard can be part of a small and effective Raptors lineup, mixing in his steals, shot, and handles to bolster the team.
The Jazz are paced by longtime standouts Karl Malone and John Stockton (rated 25 and 21, respectively). Stockton can break down opposing teams as well as anyone, and when he looks inside, it's likely to be to Malone. Matt Harpring is sweet from the outside, while DeShawn Stevenson and Andrei Kirilenko are valuable role players.

Don't be afraid to challenge Malone. He doesn't have the greatest shot-block rating, so you should be able to go right at him. Stockton is sneaky quick around the ball. Guard your dribble and use trick moves to plant him on the ground. Take care of business against those two guys and you should be on the way to a win.

### Selectable Players

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### Utah Jazz

The Jazz are paced by longtime standouts Karl Malone and John Stockton (rated 25 and 21, respectively). Stockton can break down opposing teams as well as anyone, and when he looks inside, it's likely to be to Malone. Matt Harpring is sweet from the outside, while DeShawn Stevenson and Andrei Kirilenko are valuable role players.
Go BIG
Kirilenko, Malone, and Harpring

Go Small
Stockton, Stevenson, and Malone

All-Offense
Stockton, Malone, and Harpring

All-Defense
Malone, Kirilenko, and Stockton

**What’s Your Style**

---

**John Stockton**
Stockton has a dependable shot rating, but he’s more useful when setting up other players. Use his handles and uncanny court vision to set off large trick combos.

**Karl Malone**
Yep, the "Mailman" can still deliver. His power inside game is tough to match. Look to him to score in bunches.

**Andrei Kirilenko**
Kirilenko can provide a few surprising dunks. His main role is as the team’s best shot-blocker, with a four rating in that department.

**Matt Harpring**
Other than Stockton, Harpring is the Jazz’s main threat from the outside. Harpring is rated pretty well across the board.

**DeShawn Stevenson**
Stevenson is maxed out in dunks but doesn’t offer much help elsewhere. If slams are your thing, he’s the man.

---

**Player Profiles**

---

**John Stockton**
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**DeShawn Stevenson**
Stevenson is maxed out in dunks but doesn’t offer much help elsewhere. If slams are your thing, he’s the man.
Michael Jordan tops the Wizards with a 26 overall rating. With his leadership, and a nice array of younger talent, the Wiz are a fun team to play with. Jerry Stackhouse is a dunk machine. Larry Hughes fills in a number of important categories, and Byron Russell and Kwame Brown are good flex players.

Don't get caught watching Jordan too much. Stackhouse is capable of stealing the show, and with his shot and dunk ratings at five, you don't want that. None of the Wizards have a five in steals, so feel free to take a few more chances with the ball. Drive the lane aggressively and combo into big dunks.

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What's Your Style

Go BIG
Brown, Russell, and Jordan

All-Offense
Jordan, Stackhouse, and Hughes

Go Small
Jordan, Stackhouse, and Hughes

All-Defense
Jordan, Stackhouse, and Russell

Player Profiles

Michael Jordan
"Air" Jordan may not have the dunk rating he once would have garnered, but he's still one of the game's top-rated players. Solid both offensively and defensively, he's recommended for just about any lineup.

Jerry Stackhouse
Stackhouse has the shot and dunk ratings to make it happen. Work some nifty give-and-gos with MJ, then throw the oop down.

Larry Hughes
While Hughes is rated pretty well across the board, his two top areas are dunks and handles.

Bryon Russell
Russell won't hurt you on offense or defense, but his only rating higher than three is shot.

Kwame Brown
This power forward doesn't have the monster dunks most guys do, but he does have better-than-average handles and steals for a big man.
**Nate Archibald**

**Height**: 6-1  **Weight**: 160

**College**: Texas El-Paso

**NBA Team**: Cincinnati/Kansas City (70-76), New York Nets (76-77), Buffalo (77-78), Boston (78-83), Milwaukee (83-84)

**NBA Totals**

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In 1972-73, Nate Archibald became the only NBA player to lead the league in scoring and assists in the same year. Averaging 34 points and 11.4 assists per game for that year, “Tiny” proved that he belonged with the big guys. Archibald finished his career ranked ninth on the all-time assists list. He was chosen for the All-Star Game six times and in 1996 was named one of the 50 greatest players of NBA history.

---

**Rick Barry**

**Height**: 6-7  **Weight**: 220

**College**: Miami (FL)


**NBA Team**: Teams: Philadelphia 76ers (1976-1987)

**NBA Totals**

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Only one player has led the NCAA, the ABA, and the NBA in scoring for a season: Rick Barry. The man who shot his free throws underhanded averaged over 30 points a game in four different seasons on his way to a 25,000-point career. He could score on an opponent almost at will. Barry played in 12 All-Star games and carried a mediocre Golden State Warrior team to its first and only NBA Championship.
Elgin Baylor

Legend Bio

Height 6-5  Weight 225
College: The College of Idaho, Seattle University
NBA Team: Minneapolis/Los Angeles Lakers (1958-71)

In 14 years with the Minneapolis and LA Lakers, Elgin Baylor averaged over 27 points and 13 rebounds a game, and led the Lakers to eight NBA finals. The 11-time NBA All-Star became the first player to score more than 70 points in a game, and was the first player to finish in the top five in four different statistical categories: scoring, rebounding, assists, and free-throw percentage in 1963.

NBA Totals

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Larry Bird

Legend Bio

Height 6-9  Weight 220
College: Indiana State
NBA Team: Boston (1978-92)

The 1979 NBA Rookie of the Year personified hustle, consistency and excellence in all areas of play. That rookie was Larry Bird of the Boston Celtics. A long-range shooter who thrived best under pressure, Bird led his team to five NBA Finals and three league championships during his 13-year career. When he retired, the 12-time NBA All-Star and member of the 1992 Olympic Dream Team held or shared 27 Celtics records.

NBA Totals

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Wilt Chamberlain

Legend Bio

Height 7-1  Weight 275
College: Kansas

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Wilt Chamberlain was a dominant force. Wilt "the Stilt" could score in almost any situation, at any time, against any player. His 100 points in one game stands as one of sports' seemingly unbreakable records. He also holds NBA single-game marks with 55 rebounds and 18 consecutive field goals. During the 1961-62 season, Chamberlain averaged an unbelievable 50.4 points per game. He was perhaps the greatest player ever.

Bob Cousy

Legend Bio

Height 6-1  Weight 175
College: Holy Cross

NBA Totals

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Nicknamed "The Houdini of the Hardwood," Boston's Bob Cousy was one of the first players to bring flair and pizzazz to the game. "The Cooz", who led the league in assists eight consecutive seasons, helped lead the Boston Celtics to six NBA titles and was named to 13 All-Star teams. A career 80 percent free throw shooter, Cousy finished his career averaging 7.5 assists and 18.4 points per game.
Darryl Dawkins

**Legend Bio**

**Height** 6-11  **Weight** 252  
**NBA Team:** Philadelphia (1975-82), New Jersey (1982-87), Utah (1987-88), Detroit (1988-89)

**NBA Totals**

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One of the most flamboyant players in the game, Darryl Dawkins skipped college ball altogether and made the jump to the NBA from high school. Dawkins, who claimed to have come from the planet “Lovetron,” was quick to make his mark on the league. Drafted #5 overall by the Philadelphia 76ers in 1975, he led his team to the NBA finals in only his third season. Dawkins is known for his dunk that shattered the backboard.

Clyde Drexler

**Legend Bio**

**Height** 6-7  **Weight** 222  
**College:** Houston  
**NBA Team:** Portland (1983-95), Houston (1995-98)

**NBA Totals**

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The pro career of Clyde Drexler began in 1983 with the Portland Trail Blazers. Clyde “The Glide” led Portland to two Western Conference titles in three years only to fall short in the finals. In 1995, Drexler was traded to the Rockets and helped lead them to their first league title. When he retired, Drexler was as one of three players in NBA history to finish with 20,000 points, 6,000 rebounds, and 3,000 assists.
Legend Bio

Dr. Julius Erving

Height 6-7  Weight 210
College: Massachusetts
ABA Team: Virginia (1971-72 to 1972-73),
New York (1973-74 to 1975-76)
NBA Team: Philadelphia 76ers (1976-1987)

NBA Totals
G  FG%  3PFG%  FT%  Rebs  RPG  Asts  APG  Stls  Blks  Pts  PPG
836  .507  .261  .777  5601  6.7  3224  3.9  1508  1293  18364  22.0

After a phenomenal collegiate career, the Julius Erving story had just begun. Erving was one of six players in NCAA history to average over 20 points and 20 rebounds a game. In 16 years with the ABA and NBA, the man known as “Dr. J” finished his pro career with four league MVP awards and an NBA championship in 1983. He is one of only three players in history to score more than 30,000 career points.

Legend Bio

Walt Frazier

Height 6-4  Weight 200
College: Southern Illinois University
NBA Team: New York (1967-77), Cleveland (1977-80)

NBA Totals
G  FG%  FT%  Rebs  RPG  Asts  APG  Pts  PPG
825  .490  .786  4830  5.9  5040  6.1  15581  18.9

Walt Frazier and New York City. It was a match made in heaven. The man known to most as “Clyde” electrified New York Knick fans for 10 seasons with a blend of smooth drives, mid-range jump shots, and a stingy defensive style of play. The 1967 Rookie of the Year led the Knicks to the 1970 and 1973 NBA titles. “Clyde” finished his career with seven All-Star selections and seven NBA’s All-Defensive First Team awards.
George Gervin

Legend Bio

Height 6-7  Weight 185
College: Long Beach St. / Eastern Michigan
ABA Team: Virginia (1972-73 to 1973-74), San Antonio (1973-74 to 1975-76)
NBA Team: San Antonio (1976-85), Chicago (1985-86)

NBA Totals

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George Gervin earned four NBA scoring titles in five seasons, third-best in league history, and finished with a career scoring average of 26.2 points per game. So consistent was Gervin, he had a streak of 407 consecutive games scoring in double figures, the fourth longest of all time. A nine-time NBA All-Star, Gervin led the Spurs to five division titles and finished second in voting for the league MVP two times.

Connie Hawkins

Legend Bio

Height 6-8  Weight 215
College: Iowa
ABA Team: Pittsburgh (1967-68), Minnesota (1968-69)

NBA Totals

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One of the most creative players to ever play the game, Connie Hawkins was one of the first to bring the showy style of New York City playground street hoops to the pro game. Hawkins left the University of Iowa after his freshman year and started his career in the ABA, where he won the league MVP his rookie season. In 1970, Hawkins joined the NBA and played seven seasons with Phoenix, Los Angeles, and Atlanta.
Earvin Johnson

**Legend Bio**

**Height** 6-9  **Weight** 255  
**College:** Michigan State  
**NBA Team:** Los Angeles Lakers (1979-91, 1996)

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The fast-breaks, the no-look behind-the-back passes, the jump-hooks... Earvin Johnson was simply Magic. After capturing the national Championship his senior season at Michigan State, Magic Johnson played 13 years for the LA Lakers. He won his first NBA Championship in his second season and led LA to four more during the 80's. The 12-time All-Star won the league's MVP award and Finals MVP Award three times each.

Michael Jordan

**Legend Bio**

**Height** 6-6  **Weight** 216  
**College:** North Carolina  
**NBA Team:** Chicago (1984-93, 1994-98) Washington (2001-present)

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Simply put, Michael Jordan redefined the game of basketball. After winning a national championship at North Carolina, "MJ" burst onto the pro scene in 1984-85, winning NBA Rookie of the Year honors. Then Air Jordan led the Chicago Bulls to six NBA titles in the 1990s. Jordan won 10 NBA scoring titles (including seven consecutive years), five league MVP awards, and six NBA Finals MVP awards.

You start the game with the 1996 version of MJ unlocked and ready to jam. Jordan’s 1985 self can be unlocked as an additional legend. See the "Secrets" section for the lowdown on all of NBA STREET Vol. 2’s unlockables.
Moses Malone

**Legend Bio**

**Height** 6-10  **Weight** 260

**ABA Team:** Utah (74-75 and 75-76), St. Louis (75-76)

**NBA Team:** Buffalo Braves (76-77), Houston (77-82), Philadelphia (82-86, 93-94), Washington (86-88), Atlanta (88-91), Milwaukee (91-93), San Antonio (94-95)

**NBA Totals**

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Moses Malone turned pro straight out of high school and dominated the boards throughout his 21-year career. He started with the Utah Stars of the ABA and finished as the third-leading rebounder and fourth-leading scorer in pro history. Malone led his Houston Rockets to the 1981 NBA Finals and captured his first championship as a member of the 1983 Philadelphia 76ers.

Pistol Pete Maravich

**Legend Bio**

**Height** 6-5  **Weight** 200

**College:** Louisiana State

**NBA Team:** Atlanta (1970-74), New Orleans/Utah (1974-80), Boston (1980)

**NBA Totals**

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With his amazing ball-handling skills and court vision, Pete Maravich brought the behind-the-back dribble and the through-the-legs pass to the mainstream of the NBA. His circus-like maneuvers and free spirited style of play helped "Pistol Pete" earn five NBA All-Star births. A true scorer, Maravich captured one league scoring title and was near the top of the assists category in all 10 of his NBA seasons.
Earl Monroe

**Legend Bio**

Height 6-3  Weight 190  
**College:** Winston-Salem (N.C.)  
**NBA Team:** Baltimore (1967-71), New York (1971-80)

**NBA Totals**

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Once described as “the ultimate playground player,” Earl Monroe slashed, spun and cut his way into NBA stardom. An astounding ballhandler who made off-balance shots and unthinkable baskets his forte, Earl "The Pearl" was a master of the one-on-one game. He was a four-time All-Star who finished with a career average of 18.8 points per game and a .464 career field-goal percentage in 13 seasons.

Oscar Robertson

**Legend Bio**

Height 6-5  Weight 220  
**College:** Cincinnati  
**NBA Team:** Cincinnati (1960-70), Milwaukee (1970-74)

**NBA Totals**

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In just his second year in the league, Oscar Robertson showed why he is perhaps the greatest all-around NBA player ever. "The Big O" averaged an awe-inspiring triple-double for the entire 1961-62 campaign (30.8 points, 12.5 rebounds, 11.4 assists per game). Earning Rookie of the Year in 1960-61, Robertson played in 12 consecutive All-Star Games and was chosen to the All-NBA First Team nine straight years.
Bill Russell

Legend Bio

Height 6-10  Weight 220  
College: San Francisco  
NBA Team: Boston (1956-77)

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After two collegiate national championships at the University of San Francisco, Bill Russell led the NBA’s Boston Celtics to 11 world titles in 13 seasons. Known for his defense, rebounding, and unselfish play, he earned the NBA’s Most Valuable Player award five times and was named to 12 All-Star teams. Russell finished his career with 21,620 rebounds and averaged 22.5 points per game.

Isiah Thomas

Legend Bio

Height 6-1  Weight 182  
College: Indiana  
NBA Team: Detroit Pistons (1981-1994)

NBA Totals

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Isiah Thomas was one of the best small men to have played the game. A tenacious six-foot guard who played like a seven-footer, Thomas’ determination and leadership skills turned an awful Detroit Pistons team into a two-time NBA champion. During his astonishing career, Thomas was named to the All-Star Team 12 times and was named NBA Finals MVP in 1990. He was the fourth player in league history to record 9,000 assists.
David Thompson

Height 6-4 Weight 195
College: North Carolina State
ABA Team: Denver (1975-76)
NBA Team: Denver (1976-1982), Seattle (1982-84)

NBA Totals

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David Thompson was drafted in the first round by both pro leagues before signing with the ABA’s Denver Nuggets in 1975. He earned Rookie of the Year and All-Star Game MVP. After the ABA and NBA merger, Thompson’s triumphs continued with Denver, Seattle and Indiana. He was named to four NBA All-Star teams, but his greatest moment came in 1978 when he scored 73 points in a single game, third-best in league history.

Bill Walton

Height 6-11 Weight 235
College: UCLA

NBA Totals

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Bill Walton was drafted #1 overall in 1974 by the NBA Portland Trail Blazers, after leading UCLA to two national championships. He led Portland to its first NBA title in 1977. Traded by the LA Clippers to Boston Celtics in 1985, the one-time league MVP won his second NBA title with the 1986 Celtics. Walton is one of four players to lead the league in both blocked shots and rebounding in the same season.
Jerry West

Height 6-2  Weight 185
College: West Virginia
NBA Team: Minneapolis/Los Angeles Lakers (1960-74)

NBA Totals

Jerry West was so good that the NBA made his silhouette a part of its league logo. Nicknamed “Mr. Clutch”, West shined brightest when the game was on the line. After 14 years with the LA Lakers, he led Minneapolis (and later LA) to the NBA finals nine times and was named to the All-Star team every season he played. During the twilight of his career, West became the third player in league history to score 25,000 points.

Dominique Wilkins

Height 6-8  Weight 224
College: Georgia

NBA Totals

One of only nine NBA players to score over 25,000 points, Dominique Wilkins averaged 20 or more points a game for 11 seasons in a row. In 1983 he made the NBA All-Rookie Team, then went on to play on nine All-Star teams and captured the NBA’s Slam-Dunk Championship during All-Star weekend twice. Wilkins’ greatest achievement came in 1986 when he won the NBA scoring title with an average of 30.3 points per game.
James Worthy

Legend Bio

Height 6-9  Weight 225  
College: North Carolina  
NBA Team: Los Angeles Lakers (1982-94)

NBA Totals

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<th>Asts</th>
<th>APG</th>
<th>Stls</th>
<th>Blks</th>
<th>Pts</th>
<th>PPG</th>
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</thead>
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<tr>
<td>926</td>
<td>.521</td>
<td>.241</td>
<td>.769</td>
<td>4798</td>
<td>5.1</td>
<td>2791</td>
<td>3.0</td>
<td>1041</td>
<td>624</td>
<td>16320</td>
<td>17.6</td>
</tr>
</tbody>
</table>

Selected #1 overall by the LA Lakers, James Worthy stormed out of North Carolina and helped create basketball’s run-and-gun offensive powerhouse. Worthy earned the nickname “Big Game” after coming up big year in and year out in the playoffs.

The MVP of the 1988 NBA finals led the Lakers to three NBA Championships in four years and finished with a career average of 21 points a game in the postseason.
Street Legends

Here are the men who give STREET its, well, street-ness. These are the playground legends who made streetball what it is today. They have insane skills and will break you down at every opportunity. Of course, all you have to do is earn ‘em, then you can put them to work for your team. That’s what we’re talking about!

Here’s how you unlock these talented ballers.

<table>
<thead>
<tr>
<th>Player</th>
<th>Status at Start</th>
<th>Where Unlocked</th>
<th>Reward Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bobbito</td>
<td>Locked</td>
<td>Rewards: Earn Card or Pick Up Game: Win 10 Games</td>
<td>500</td>
</tr>
<tr>
<td>Just Blaze</td>
<td>Locked</td>
<td>Rewards: Earn Card or Pick Up Game: Win 15 Games</td>
<td>500</td>
</tr>
<tr>
<td>St. Lunatics</td>
<td>Locked</td>
<td>Rewards: Earn Card or Pick Up Game: Win 20 Games</td>
<td>750</td>
</tr>
<tr>
<td>Stretch</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Defeat Stretch at Soul in the Hole Tourney</td>
<td>1,000</td>
</tr>
<tr>
<td>Biggie Little</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Defeat Biggie Little at Foster Beach Tourney</td>
<td>2,000</td>
</tr>
<tr>
<td>Whitewater</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Defeat Whitewater at Greenlake Tourney</td>
<td>3,000</td>
</tr>
<tr>
<td>Dime</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Defeat Dime at Lincoln College Tourney</td>
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</tr>
<tr>
<td>Osmosis</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Defeat Osmosis at Mosswood Tourney</td>
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</tr>
<tr>
<td>Bonafide</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Defeat Bonafide at Rucker Park Tourney</td>
<td>5,000</td>
</tr>
</tbody>
</table>

NBA Legends (26)

These stars of yesteryear carry some serious game to the courts. Never seen Dr. J in his prime? Well, now you can. Want to know how Larry Legend would fare against today’s top stars? Here’s your chance. Unlock these greats of eras gone by and mix them in on your unsuspecting friends.

<table>
<thead>
<tr>
<th>Player</th>
<th>Status at Start</th>
<th>Where Unlocked</th>
<th>Reward Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bill Walton</td>
<td>Unlocked</td>
<td>n/a</td>
<td>n/a</td>
</tr>
<tr>
<td>Elgin Baylor</td>
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<td>n/a</td>
</tr>
<tr>
<td>Rick Barry</td>
<td>Unlocked</td>
<td>n/a</td>
<td>n/a</td>
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<tr>
<td>Jerry West</td>
<td>Unlocked</td>
<td>n/a</td>
<td>n/a</td>
</tr>
<tr>
<td>Walt Frazier</td>
<td>Unlocked</td>
<td>n/a</td>
<td>n/a</td>
</tr>
<tr>
<td>Magic Johnson</td>
<td>Unlocked</td>
<td>n/a</td>
<td>n/a</td>
</tr>
<tr>
<td>Michael Jordan (1996 Bulls)</td>
<td>Unlocked</td>
<td>n/a</td>
<td>n/a</td>
</tr>
<tr>
<td>Clyde Drexler</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Central Region</td>
<td>1,000</td>
</tr>
<tr>
<td>Moses Malone</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Southwest Region</td>
<td>1,000</td>
</tr>
<tr>
<td>Bill Russell</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Northeast Region</td>
<td>1,000</td>
</tr>
<tr>
<td>Oscar Robertson</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Southeast Region</td>
<td>1,000</td>
</tr>
<tr>
<td>James Worthy</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Southwest Region</td>
<td>1,000</td>
</tr>
<tr>
<td>Bob Cousy</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Northwest Region</td>
<td>1,000</td>
</tr>
<tr>
<td>Nate Archibald</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Central Region</td>
<td>1,000</td>
</tr>
<tr>
<td>Isiah Thomas</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Central Region</td>
<td>1,000</td>
</tr>
<tr>
<td>David Thompson</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Southwest Region</td>
<td>1,000</td>
</tr>
<tr>
<td>Dominique Wilkins</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Northwest Region</td>
<td>1,000</td>
</tr>
<tr>
<td>George Gervin</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Northwest Region</td>
<td>1,000</td>
</tr>
<tr>
<td>Earl Monroe</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Defeat Dr. J’s Team at Rucker Park ’78</td>
<td>2,000</td>
</tr>
<tr>
<td>Connie Hawkins</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Defeat Dr. J’s Team at Rucker Park ’78</td>
<td>2,000</td>
</tr>
<tr>
<td>Darryl Dawkins</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Southwest Region</td>
<td>2,500</td>
</tr>
<tr>
<td>Pete Maravich</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Northwest Region</td>
<td>2,500</td>
</tr>
<tr>
<td>Wilt Chamberlain</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Central Region</td>
<td>2,500</td>
</tr>
<tr>
<td>Larry Bird</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Central Region</td>
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</tr>
<tr>
<td>Dr. J</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Defeat Dr. J’s Team at Rucker Park ’78</td>
<td>5,000</td>
</tr>
<tr>
<td>Michael Jordan (1985 Bulls)</td>
<td>Locked</td>
<td>Rewards: Earn Card or Rewards: Unlock NBA STREET Vol. 2 Master Trophy</td>
<td>5,000</td>
</tr>
</tbody>
</table>

Courts (11)

Some of the best urban hoop environments ever seen are here in NBA STREET Vol. 2. From the Soul in the Hole to Rucker Park in 1978, the courts here represent the pinnacle of competitive streetball. Unlock them all thanks to the pros here at Prima.

<table>
<thead>
<tr>
<th>Court</th>
<th>Status at Start</th>
<th>Where Unlocked</th>
<th>Reward Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Rec Center</td>
<td>Unlocked</td>
<td>n/a</td>
<td>n/a</td>
</tr>
<tr>
<td>Broad Street</td>
<td>Unlocked</td>
<td>n/a</td>
<td>n/a</td>
</tr>
<tr>
<td>Court</td>
<td>Status at Start</td>
<td>Where Unlocked</td>
<td>Reward Point Value</td>
</tr>
<tr>
<td>------------------</td>
<td>-----------------</td>
<td>-------------------------------------------------------------------------------</td>
<td>--------------------</td>
</tr>
<tr>
<td>Uptown</td>
<td>Unlocked</td>
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<td>n/a</td>
</tr>
<tr>
<td>Soul in the Hole</td>
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<td>Rewards: Earn Card or Be a Legend: Defeat Stretch at Soul in the Hole Tourney</td>
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<tr>
<td>The Cage</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Northeast Region or Be a Legend: Earn 30/30 Progress at The Cage</td>
<td>500</td>
</tr>
<tr>
<td>Mosswood</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Defeat Osmosis at Mosswood Tourney</td>
<td>750</td>
</tr>
<tr>
<td>Foster Beach</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Defeat Biggie Little at Foster Beach Tourney</td>
<td>1,000</td>
</tr>
<tr>
<td>or complete the Central Region in NBA Challenge mode</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Greenlake</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Northwest Region or Be a Legend: Defeat Whitewater at Greenlake Tourney</td>
<td>1,250</td>
</tr>
<tr>
<td>Lincoln College</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Southwest Region or Be a Legend: Defeat Dime at Lincoln College Tourney</td>
<td>1,500</td>
</tr>
<tr>
<td>Rucker Park</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Defeat Bonafide at Rucker Park Tourney</td>
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<tr>
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</tr>
<tr>
<td>or complete the Central Region in NBA Challenge mode</td>
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<td></td>
</tr>
<tr>
<td>Greenlake</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Northwest Region or Be a Legend: Defeat Whitewater at Greenlake Tourney</td>
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<tr>
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<tr>
<td>or complete the Central Region in NBA Challenge mode</td>
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<tr>
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<tr>
<td>Foster Beach</td>
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</tr>
<tr>
<td>or complete the Central Region in NBA Challenge mode</td>
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<tr>
<td>Greenlake</td>
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<td>Rewards: Earn Card or NBA Challenge: Clear Northwest Region or Be a Legend: Defeat Whitewater at Greenlake Tourney</td>
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</tr>
<tr>
<td>Lincoln College</td>
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</tr>
<tr>
<td>Rucker Park</td>
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<td>Rewards: Earn Card or Be a Legend: Defeat Bonafide at Rucker Park Tourney</td>
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</tr>
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<td>Rewards: Earn Card or Be a Legend: Defeat Dr. J’s Team at Rucker Park '78</td>
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</tr>
<tr>
<td>Mosswood</td>
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</tr>
<tr>
<td>Foster Beach</td>
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<td>Rewards: Earn Card or Be a Legend: Defeat Biggie Little at Foster Beach Tourney</td>
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</tr>
<tr>
<td>or complete the Central Region in NBA Challenge mode</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Greenlake</td>
<td>Locked</td>
<td>Rewards: Earn Card or NBA Challenge: Clear Northwest Region or Be a Legend: Defeat Whitewater at Greenlake Tourney</td>
<td>1,250</td>
</tr>
<tr>
<td>Lincoln College</td>
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<td>Rewards: Earn Card or NBA Challenge: Clear Southwest Region or Be a Legend: Defeat Dime at Lincoln College Tourney</td>
<td>1,500</td>
</tr>
<tr>
<td>Rucker Park</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Defeat Bonafide at Rucker Park Tourney</td>
<td>2,000</td>
</tr>
<tr>
<td>Rucker Park '78</td>
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<td>Rewards: Earn Card or Be a Legend: Defeat Dr. J’s Team at Rucker Park '78</td>
<td>2,500</td>
</tr>
<tr>
<td>Mosswood</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Defeat Osmosis at Mosswood Tourney</td>
<td>750</td>
</tr>
<tr>
<td>Foster Beach</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Defeat Biggie Little at Foster Beach Tourney</td>
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</tr>
<tr>
<td>or complete the Central Region in NBA Challenge mode</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Greenlake</td>
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<td>Rewards: Earn Card or NBA Challenge: Clear Northwest Region or Be a Legend: Defeat Whitewater at Greenlake Tourney</td>
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<td>Rewards: Earn Card or Be a Legend: Defeat Dr. J’s Team at Rucker Park '78</td>
<td>2,500</td>
</tr>
</tbody>
</table>

NBA Throwback Jerseys (26)

If you haven't heard, old-school jerseys are all the rage. Make a fashion statement of your own by unlocking these classic uniforms.

<table>
<thead>
<tr>
<th>Jersey</th>
<th>Status at Start</th>
<th>Where Unlocked</th>
<th>Reward Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bill Walton</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #1</td>
<td>50</td>
</tr>
<tr>
<td>Elgin Baylor</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #2</td>
<td>100</td>
</tr>
<tr>
<td>Rick Barry</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #3</td>
<td>150</td>
</tr>
<tr>
<td>Jerry West</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #4</td>
<td>150</td>
</tr>
<tr>
<td>Moses Malone</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #5</td>
<td>250</td>
</tr>
<tr>
<td>Bill Russell</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #6</td>
<td>250</td>
</tr>
<tr>
<td>Walt Frazier</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #7</td>
<td>250</td>
</tr>
<tr>
<td>Oscar Robertson</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #8</td>
<td>250</td>
</tr>
<tr>
<td>James Worthly</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #9</td>
<td>250</td>
</tr>
<tr>
<td>Earl Monroe</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #10</td>
<td>250</td>
</tr>
<tr>
<td>Bob Cousy</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #11</td>
<td>250</td>
</tr>
<tr>
<td>Nate Archibald</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #12</td>
<td>250</td>
</tr>
<tr>
<td>Connie Hawkins</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #13</td>
<td>250</td>
</tr>
<tr>
<td>Isiah Thomas</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #14</td>
<td>250</td>
</tr>
<tr>
<td>Clyde Drexler</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #15</td>
<td>250</td>
</tr>
<tr>
<td>David Thompson</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #16</td>
<td>500</td>
</tr>
<tr>
<td>Dominique Wilkins</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #17</td>
<td>500</td>
</tr>
<tr>
<td>George Gervin</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #18</td>
<td>500</td>
</tr>
<tr>
<td>Michael Jordan (1996 Bulls)</td>
<td>Locked</td>
<td>Rewards: Earn Card or Achieve Street Milestone #19</td>
<td>500</td>
</tr>
<tr>
<td>Darryl Dawkins</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Win at Broad Street Street Challenge</td>
<td>500</td>
</tr>
<tr>
<td>Pete Maravich</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Win at Soul in the Hole Street Challenge</td>
<td>500</td>
</tr>
<tr>
<td>Wilt Chamberlain</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Win at Foster Beach Street Challenge</td>
<td>500</td>
</tr>
<tr>
<td>Larry Bird</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Win at Greenlake Street Challenge</td>
<td>500</td>
</tr>
<tr>
<td>Magic Johnson</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Win at Lincoln College Street Challenge</td>
<td>500</td>
</tr>
<tr>
<td>Dr. J</td>
<td>Locked</td>
<td>Rewards: Earn Card or Be a Legend: Win at Mosswood Street Challenge</td>
<td>1,000</td>
</tr>
<tr>
<td>Michael Jordan (1985 Bulls)</td>
<td>Locked</td>
<td>Unlock NBA Legend Michael Jordan (1985 Bulls)</td>
<td>n/a</td>
</tr>
</tbody>
</table>

Development Point Cards (5)

Need some skill upgrades? These development point cards are the quickest way to increase your abilities. Use these wisely to shore up some of your baller’s weaker categories.

<table>
<thead>
<tr>
<th>Development Points</th>
<th>Status at Start</th>
<th>Where Unlocked</th>
<th>Reward Point Value</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>Locked</td>
<td>Rewards: Earn Card</td>
<td>200</td>
<td>This card can be earned, used, and then earned again.</td>
</tr>
<tr>
<td>200</td>
<td>Locked</td>
<td>Rewards: Earn Card</td>
<td>350</td>
<td>This card can be earned, used, and then earned again.</td>
</tr>
<tr>
<td>300</td>
<td>Locked</td>
<td>Rewards: Earn Card</td>
<td>500</td>
<td>This card can be earned, used, and then earned again.</td>
</tr>
<tr>
<td>500</td>
<td>Locked</td>
<td>Rewards: Earn Card</td>
<td>750</td>
<td>This card can be earned, used, and then earned again.</td>
</tr>
<tr>
<td>1,000</td>
<td>Locked</td>
<td>Rewards: Earn Card</td>
<td>1,200</td>
<td>This card can be earned, used, and then earned again.</td>
</tr>
</tbody>
</table>
### Trophies (4)

Keep your hardware for bragging rights. STREET's got an array of dandy trophies for your viewing pleasure. Here's how you get them.

<table>
<thead>
<tr>
<th>Trophy</th>
<th>Status at Start</th>
<th>Where Unlocked</th>
</tr>
</thead>
<tbody>
<tr>
<td>Street School</td>
<td>Locked</td>
<td>Street School: Complete All Lessons</td>
</tr>
<tr>
<td>NBA Challenge</td>
<td>Locked</td>
<td>NBA Challenge: Clear All Regions</td>
</tr>
<tr>
<td>Be a Legend</td>
<td>Locked</td>
<td>Be a Legend: Defeat Dr. J's Team at Rucker Park '78</td>
</tr>
<tr>
<td>NBA STREET Vol. 2 Master</td>
<td>Locked</td>
<td>Street School: Complete All Lessons and NBA Challenge: Clear All Regions and Be a Legend: Earn 500/500 Progress</td>
</tr>
</tbody>
</table>

### Shot Moves (10)

Most of STREET's shots are available from the get-go, but study this chart to pick up a couple of special moves.

<table>
<thead>
<tr>
<th>Shot</th>
<th>Status at Start</th>
<th>Where Unlocked</th>
</tr>
</thead>
<tbody>
<tr>
<td>Network</td>
<td>Unlocked</td>
<td>n/a</td>
</tr>
<tr>
<td>Rope-a-Dope</td>
<td>Unlocked</td>
<td>n/a</td>
</tr>
<tr>
<td>Rainbow</td>
<td>Unlocked</td>
<td>n/a</td>
</tr>
<tr>
<td>Compressor</td>
<td>Unlocked</td>
<td>n/a</td>
</tr>
<tr>
<td>Chainlink</td>
<td>Unlocked</td>
<td>n/a</td>
</tr>
<tr>
<td>Automatic</td>
<td>Unlocked</td>
<td>n/a</td>
</tr>
<tr>
<td>Exorcism</td>
<td>Unlocked</td>
<td>n/a</td>
</tr>
<tr>
<td>Tear Drop</td>
<td>Unlocked</td>
<td>n/a</td>
</tr>
<tr>
<td>Whitewater</td>
<td>Locked</td>
<td>Be a Legend: Defeat Whitewater at Greenlake Tourney</td>
</tr>
<tr>
<td>The Legend</td>
<td>Locked</td>
<td>Be a Legend: Win at Greenlake Street Challenge</td>
</tr>
</tbody>
</table>

### Dunk Moves (44)

Looking for some funk-tastic dunks? STREET's got a bevy of bounce, and each jam has its own signature animation. Just when you think you've seen it all, you can check this list and find something new.

<table>
<thead>
<tr>
<th>Dunk</th>
<th>Status at Start</th>
<th>Where Unlocked</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spin da LP</td>
<td>Unlocked</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Buckdown</td>
<td>Unlocked</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Shockwave</td>
<td>Unlocked</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Put It Home</td>
<td>Unlocked</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Look Out Below</td>
<td>Unlocked</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Two Scoops</td>
<td>Unlocked</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Around the Way</td>
<td>Unlocked</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Take That</td>
<td>Unlocked</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Hang Time</td>
<td>Unlocked</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Around the World</td>
<td>Unlocked</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Da Hangman</td>
<td>Unlocked</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Backbreaker</td>
<td>Unlocked</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>High Time</td>
<td>Unlocked</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Superfly</td>
<td>Unlocked</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Jet Stream</td>
<td>Unlocked</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Special Delivery</td>
<td>Unlocked</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>R.T.D.</td>
<td>Unlocked</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Mamma Jamma</td>
<td>Unlocked</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Jam City</td>
<td>Unlocked</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Honey Dip</td>
<td>Unlocked</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Dunkalicious</td>
<td>Unlocked</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>The Hammer</td>
<td>Unlocked</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Through Wit It</td>
<td>Unlocked</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Wake Up Call</td>
<td>Unlocked</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Boomdown</td>
<td>Unlocked</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Going Dolo</td>
<td>Unlocked</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
</tbody>
</table>
Dunk Moves cont.

<table>
<thead>
<tr>
<th>Dunk</th>
<th>Status at Start</th>
<th>Where Unlocked</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Remix</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Groundshaker</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Hammerdown</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Bonafide</td>
<td>Locked</td>
<td>Be a Legend: Defeat Bonafide at Rucker Park Tourney</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>The Glide</td>
<td>Locked</td>
<td>Achieve Street Milestone #15</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>The Hawk</td>
<td>Locked</td>
<td>Achieve Street Milestone #13</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Chocolate Thunder</td>
<td>Locked</td>
<td>Be a Legend: Win at Broad Street Challenge</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>The Doctor</td>
<td>Locked</td>
<td>Be a Legend: Win at Mosswood Street Challenge</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Jordan</td>
<td>Locked</td>
<td>Rewards: Unlock NBA Street Vol. 2 Master Trophy</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Stretch</td>
<td>Locked</td>
<td>Be a Legend: Defeat Stretch at Soul in the Hole Tourney</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Big Dipper</td>
<td>Locked</td>
<td>Be a Legend: Win at Foster Beach Street Challenge</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Nique</td>
<td>Locked</td>
<td>Achieve Street Milestone #17</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Air Raid</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 4 (PS2)</td>
</tr>
<tr>
<td>Dinner's Served</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 4 (GCN, XBOX), Level 5 (PS2)</td>
</tr>
<tr>
<td>Nerve Damage</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 4 (GCN, XBOX), Level 5 (PS2)</td>
</tr>
<tr>
<td>Flamboastin'</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 4 (GCN, XBOX), Level 5 (PS2)</td>
</tr>
<tr>
<td>Flossin'</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 4 (GCN, XBOX), Level 5 (PS2)</td>
</tr>
<tr>
<td>Krunk Junk</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 4 (GCN, XBOX), Level 5 (PS2)</td>
</tr>
</tbody>
</table>

Trick Moves (34)

Here's the full roster of handle-riffic ball fakes. Each move, when used at the right time, is guaranteed to leave your opponent mystified, stupefied, and generally confused. Remember to drive into the defender's body as you perform the trick to knock him or her down.

<table>
<thead>
<tr>
<th>Move</th>
<th>Status at Start</th>
<th>Where Unlocked</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Breaking You Off</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Immobilize</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Cyclone</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>The Grampa</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Getting Bent</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Psyche</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Double Dutch</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Hypnotizer</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Tornado</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, PS2, XBOX)</td>
</tr>
<tr>
<td>Back to the Lab</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (PS2)</td>
</tr>
<tr>
<td>Lampin'</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, PS2, XBOX)</td>
</tr>
<tr>
<td>Gotcha Open</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, PS2, XBOX)</td>
</tr>
<tr>
<td>Hip Drop</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, PS2, XBOX)</td>
</tr>
<tr>
<td>Left No Right</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, PS2, XBOX)</td>
</tr>
<tr>
<td>Pancaking</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Kick It Ova Heea</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Steady Rockin'</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Getting Krunk</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Through the Cut</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Da Treadmill</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Check Yo Bags</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Baking Biscuits</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Cha Cha</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Head Banger</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Biggie Little</td>
<td>Locked</td>
<td>Be a Legend: Defeat Biggie Little at Foster Beach Tourney</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Droppin' Dimes</td>
<td>Locked</td>
<td>Be a Legend: Defeat Dime at Lincoln College Tourney</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Magic</td>
<td>Locked</td>
<td>Be a Legend: Win at Lincoln College Street Challenge</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>The Oz</td>
<td>Locked</td>
<td>Be a Legend: Defeat Osmosis at Mosswood Tourney</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>The Pistol</td>
<td>Locked</td>
<td>Be a Legend: Win at Soul in the Hole Street Challenge</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Fro Fake</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 3 (GCN, XBOX), Level 4 (PS2)</td>
</tr>
<tr>
<td>Slip 'n Slide</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 4 (GCN, XBOX), Level 5 (PS2)</td>
</tr>
<tr>
<td>On da Low Low</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 4 (GCN, XBOX), Level 5 (PS2)</td>
</tr>
<tr>
<td>Head or Tails</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 4 (GCN, XBOX), Level 5 (PS2)</td>
</tr>
<tr>
<td>Marinate'n</td>
<td>Unlocked</td>
<td>n/a</td>
<td>Level 4 (GCN, XBOX), Level 5 (PS2)</td>
</tr>
</tbody>
</table>