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Hello world! Eric Boenisch, producer of NBA 2K12, back. I know you've all been waiting to hear what's new in my player this year and I'm happy to let you know that we have a lot going on. All our improvements stem from the ideas that you, our fans, have put forward to us. With your help, I feel that we have collectively developed the best career mode in sports video games. With that being said, let's check out what's new... Rookie Showcase and Preliminary Draft Interview Road in the NBA is very different from what you encountered in 2K11. Gone are the monotonous Project Combine and Summer League games. This year, you immediately thrust into the Rookie Showcase when creating your player. Taking place at the historic Madison Square Garden, the Rookie Showcase exhibition featuring all the best prospects in the project compete with each other. Rookie Showcase is a great event; Every scout and grandmaster in the league will be on hand to gauge your performance. Your game in this game plays an important role in where you get drafted in the NBA Draft. While your performance really plays a significant role in where you get drafted, it doesn't just play a role. Our first new feature this year, and one of my favorites, is a preview draft interview. Once the Rookie Showcase game is over, a number of grandmasters will come to your locker room for a sequence of interviews. Click here for high-resolution Bobcats expressing great interest in what I can bring to the table. The question is, am I interested in taking my talents to Charlotte? I'm giving them a know right now... Each grandmaster ask you a couple of unique questions. Their questions will be very specific to the current composition of their team in relation to your chosen position. For example, if you're a point guard and the Bulls decide to interview you, they'll probably tell you that Derrick Rose is their guy and they're only looking for energy off the bench. Are you comfortable with this role? If not, be honest and tell them. The choice is ultimately up to her. How you answer these questions certainly plays a big role in where you end up getting drafted. If your answers are music to the ears of grandmasters, the word will spread that you are easily going to a personality that will get with just about any team. On the other hand, if you answer all questions negatively or arrogantly, the teams will begin to develop the nature of the problems that could lead to a fall in the project. It's important to be honest and let them know how you really feel. 2011 NBA Draft So you played your heart in the Rookie Showcase and answered every pre-draft interview question to the best of your ability. Your hard work is about to pay off, it's project day! Upon entering the draft room, you'll be greeted by another new feature this year, Mock Draft. Click here for high-resolution Ronnie played so-so in the Rookie Showcase, but scouts weren't wild about it during preliminary interviews. In fact, one of his listed weaknesses is, The Scouts say he's delusional with his abilities. Mock Draft is dynamically created for you based on the type of player you created, how you performed in Rookie Showcase, and how you chose to answer your Pre-Draft Interview questions. Every player in the draft has a full scouting report available so if you are so inclined, you can read on to all the other prospects who are struggling to be the top pick. It's important to note the mock project is not how the project will play, it's just a prediction by a project scientist who has done his homework! Once you continue past the Mock Draft, the NBA Draft will finally begin. This is the first surprise that I'm dying to tell everyone about for a long time. Thanks to our great partnership with the NBA, I am very proud to announce that I have been able to get Mr. David Stern into the studio to record all the necessary audio needed for him to announce the entire 1st round of the project (Association Spoiler: Our great partnership has also allowed us to provide the NBA Deputy Commissioner, Adam Silver. Answer: No). Click here for high-resolution Click here for high-resolution. Stern, complete with full audio this year, is about to announce the 19th choice in the project. Unfortunately, Mock Project was wrong, it appears that Ronnie is slipping down in the draft. Once your player is finally drafted (Ronnie dropped to #20 where the Timberwolves grabbed him), you'll pose with Mr. Stern for a picture before being whisked away to our next new feature in My Player this year... Contract Negotiations - Spending In NBA 2K12's My Player, you'll negotiate for every last penny when it comes time to sign a contract. Now, it's important to note that rookie contracts in the NBA are more or less slotted, so you won't be doing any real talks right after getting drafted. Once your rookie contract is up, you will be on your own to negotiate the best deal possible. When the time comes, a number of teams interested in your talents come up to you with an introductory offer. From there, you can do a number of things including accepting an offer, negotiating a better deal, or simply ignoring the offer altogether. One important note in the negotiations is that you need to know your limits. If you push your luck at the negotiating table, the teams will start to get upset and eventually walk away if you push too hard. It's a game to give and take. Like any negotiation, you will have to make concessions on what they want to get what you want. Every 14 days during the season, your team meets that the next salary is on you. Using the new 'My My Menu, you'll be able to spend your hard earned money on a number of things including: Buying skill points, increasing attribute caps, buying signature animations (Kobe jumper, Jordan dunk pack, etc.), hosting youth basketball clinics (which raise your local fan support), and more. These items can give you a clear advantage in your career, so you definitely want to squeeze every dollar out of the team when contract time rolls. Click here for a high-resolution bank account Ronnie looks pretty meager at the moment. If he wants to keep up on his career, he'll need to play as a max player to get that max contract. The Hall of Fame For two years, people have been asking me, What's my player's goal? We gave you the tools to do what you wanted with your career. You could play one season and achieve satisfaction. Or you can play a few seasons and become the best player in the NBA. With NBA 2K12, I am pleased to say that we have implemented a new supplement that gives the final answer to this question. Your goal in My Player is now very simple, make the Hall of Fame! Based on your position and style of play, we give you 15 goals at the beginning of your career. In order to make the Hall of Fame, you will need to accomplish 10 of these goals before you retire. Goals range from the Winning MVP award to a career score of 20,000 to 50 AK teammates classes (this one is much harder this year!). Throughout your career, you will constantly strive for this next goal that gets you one step closer to your induction ceremony. That's true, making the Hall of Fame in 2K12 not just a pat on the back with Congratulations dialogue. When you make a Hall of Fame, you'll build your own Hall of Fame speech. Click here for a high-resolution post on an illustrious 17-year career in which he was moved to become the final part of the Knicks' quest for the championship, Ronnie decided to call it a day. Here he delivers his Hall of Fame induction speech. In NBA 2K12, you can decide how you want your speech to play. Are you grateful to your teammate and fans, or is it all about you? This is your moment ... The Hall of Fame performances are adapted to Your My Player based on how his career has played out. If you never managed to get that elusive NBA championship, you can lament it during your performance. You can thank your teammates and fans for what you are. You can pat yourself on the back and talk about how everyone has tried to keep you from achieving your goals. The choice is entirely up to her. It's all about your career; Get out, however, you want to... Play the next key game In this moment, you probably say to yourself: I don't have time to play through my entire career and make a Hall of Fame. I can hear you, loud and clear. New to NBA 2K12's My is only able to play key games in your schedule. We took freedom to highlight the most important games during the season (it can be an opponent's game, or key player matches, or games that have playoff implications). With this option, you will be able to play throughout the season in a fraction of the time it took you to play through the season in previous years. Don't worry though, your simulated stats for games that you choose not to play will still count for your Hall of Fame goals! For those of you who want to control every step of your career, we still offer you the opportunity to play every game on schedule. You can even do a little bit of both. As always in this mode, the choice is yours. Endorsements NBA 2K11 introduced the concept of approval in My Player mode. I am proud to announce that we have significantly increased the number and improved the quality of approval this year. In total, we have five times more confirmations this year for at least the last year. Approvals are earned by being the best player you can be on the court. If you dominate on the floor and carry well yourself at press conferences, good things will come. If that sounds like I'm a little vague here, it's intentional. While I understand you're here to learn about everything we've done with my player this year, I also don't want to mess things up. The element of surprise is important in my opinion. I'll give you one little piece that should grab your attention; You will play a major role in your own advertising this year... Here are a few examples of what we have cooking this year. Click here for the high-resolution Upon getting compiled by the Timberwolves, the team has put out a series of billboards around the city to let their fans know what they're thinking of their new pick project, Ronnie Singh. Click here for high-resolution while flourishing in Minnesota, Ronnie landed himself the cover of Dime magazine. It was just the beginning... Click here for high-resolution, this is what you think it is. Ronnie's continued dominance led the NBA to use him during the Where Amazing Happens commercial. Do you have what it takes to get your player into this ad? Player Abilities No people, we haven't done it yet. It's close. With 2K12, we give you a whole new way to upgrade your my player. Your player now has a number of 'Abilities' skills, in addition to his existing attributes that you will be able to update throughout your career. These abilities are broken down into the following categories: Shooting, Layups/Dunks, Dribbling, and Post Moves. Each category has a set of specific skills/moves. For example, in the Dribbling section you'll find Sizeup, Wobble, Crossover, In and Out, Spin, Behind Your Back, and Stepback. Each skill is rated at four skill levels: Poor, Medium, Good, and Great. Click here for high resolution The all new abilities in my player allow you to customize your player's game according to yours Continuing the dribbling example above in previous years, your player has no level with each individual skill. As he crossed some thresholds of the rating, he would simply get access to new animations and ultimately, his success rates for movements would increase as well. With 2K12, you will need to upgrade your skills individually for your player. It is quite possible for your player to have incredible crossover skills only to have a bad spin move or stepback. To play the way you want, you will need to upgrade specific skills and develop to go for moves. You will no longer be able to be a master of every step if you invest the skill points needed to develop them. And believe me, it's not going to be easy. They cost a lot of skill points to upgrade! Things you should know I understand that I'm starting to work a little long here, so I'd like to take this opportunity to combine some other features that I'd like to discuss in a more concise section. Dynamic Purpose New for my player 2K12 is the concept of dynamic goals. These are intra-name goals that are contextually evoked, in relation to what is currently happening in the game. For example, if the person you're guarding runs down the court and drains two buckets in your face, you can get a dynamic goal telling you to close said the player next time down the court on defense. Click here for a high-resolution Ronnie to a slightly slow start in this game against the Bulls. Starting 0-2 from the field, he quickly got a dynamic goal that required him to hit his next two shots. Dynamic goals are designed to help your player succeed. There is no penalty for failing a dynamic goal, but if you complete one, a beautiful Skill Point award awaits. To help give you a better idea of what other types of goals you can expect to see during the game, here are a few examples: Starting Out Strong: Make 3 of your first 4 shots. Finish strong: Raise FG% to 50% for the rest of the game. Foul problem: Don't pick up another foul for the remainder of the quarter. The essence of the clutch: score go ahead of the points and win the game. The Drills Drills in my player have been completely updated. This year your player is out of the gate in the low 60s. Updating your player won't come any easier this year with a change in ranking. Attribute updates have become a little more expensive across the board to keep things balanced. I believe that this change is very positive for the regime. Thanks for all the great reviews about this player. Running Plays at this point that you've all read Rob's big big on the playcalling and playcall system. If you don't, I recommend you give that a read. I'm happy to say that you'll be able to take advantage of these achievements in My Player mode this year. Users who are interested in running plays' running will be able to include this option at any time in the game or in the menu. For those users who enjoy freelancing in the game and don't want to follow a set of plays, you can just keep this option turned off and play the way you want. I highly recommend everyone give Run Plays a shot this year. I think you'll find the gameplay team here has put together something very special in My Player mode. Packaging Stuff Up My Player has seen a lot of changes this year, obviously. There are still a lot of system level changes that I don't get into any of the above categories. For example, our gameplay team has spent a lot of time making your teammates play the right way. The days of Dwight Howard retreating to 3 are long over. I think you will find AI in this experience to be greatly improved compared to last year. For the first time, I can take a step back and look at everything we've achieved with my player in 2K12 and I can honestly say that I'm amazed at how far this regime has come this year. There have been so many improvements across the board. I would like to thank everyone in the community who continues to provide us with comments, ideas and inspiration to continue the development of this regime in what it has become. This is for you... - Eric Boenisch. k.a. SimBaller Next NBA 2K12 Developer Insight: Training Camp By Jeron Sapida - Monday, September 12, 2011 Representing Research Developer/Marketing/Community Efforts NBA's Greatest Art Direction/Playcall System System

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