



5016 N. Parkway Calabasas, Suite 100
Calabasas, CA 91302

© 1995 Electronic Arts. All rights reserved. EA SPORTS is a trademark of, and Electronic Arts is a registered trademark of Electronic Arts. T•HQ is a licensed distributor of Electronic Arts. The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1995 NBA Properties, Inc. All rights reserved. Black Pearl Software is a division of T•HQ, Inc. © 1995 T•HQ Inc.

Printed in Japan

Nintendo

GAME BOY

NBA
Live
96

DMG-A6BE-USA



INSTRUCTION BOOKLET

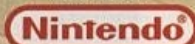
WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989 NINTENDO OF AMERICA INC.



NBA® LIVE 96 CONTENTS

NBA LIVE 96	2	STRATEGY MENU	21
GETTING STARTED	3	DEFENSIVE MATCHUPS	22
CONTROLS	4	PLAY OPTIONS MENU	23
MENU CONTROLS	5	END OF QUARTER/HALF/GAME	25
GAME SETUP	5	SEASON PLAY	27
SET RULES MENU	8	STARTING A SEASON	27
SET OPTIONS	9	SEASON TEAM SELECT SCREEN ...	28
TEAM SELECT SCREEN	10	TEAM SCHEDULE SCREEN	29
CUSTOM TEAM SCREEN	11	PLAYER TRADES	31
PLAYER SETUP SCREEN	12	AFTER THE GAME	32
PREGAME INTRODUCTION	12	END OF THE SEASON	32
THE TIP-OFF	13	THE NBA PLAYOFFS	33
PLAYING THE GAME	13	THE PLAYOFF TREE	34
OFFENSE	14	END OF THE ROUND	35
PAUSE MENU	19	USING YOUR SUPER GAME BOY	
TIME OUTS	19	ADAPTER	36
SUBSTITUTION	20	LIMITED WARRANTY	37



NBA® LIVE 96

Just as the NBA® has come a long way from set shots and canvas sneakers, NBA® Live 96 is advanced far beyond previous b-ball videogames. Brand-new from the ground up, it maintains the features and strategy of previous NBA titles and adds a fresh new perspective, all-new animations, incredible sound and graphics, and more options than ever before.

- Exhibition, Season, and Playoff play, with passcodes to resume games in a season.
- All 29 NBA teams (each with realistic play styles), 2 All-Star teams, and 4 Custom teams.
- Real NBA players, with each player rated in 16 skill categories. Complete 1995-1996 stats. (So put away that sports almanac.)
- 30 degree court perspective for the best seats in the house.
- All-new player animations, including jump shots, layups, about a zillion slams, stealing, fouling, rebounding, and showboating.



- Flexible strategy and options, including difficulty, rules settings, offensive and defensive sets, rebounding and defensive pressure options, individual defensive matchups, double-teaming, and player trades.

- TV-style graphics and presentation.



GETTING STARTED

1. Turn OFF the power switch on your Nintendo™ Game Boy™. Never insert or remove a Game Pak when the power is on.
2. Insert the NBA Live 96 Game Pak into the slot on the Game Boy. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The EA SPORTS and NBA Live 96 logos appear. (If you don't see them, begin again at step 1.)
4. Press the Start Button to proceed to the Game Setup menu.



CONTROLS

DURING GAMEPLAY

Control Pad: Move player.
Start Button: Pause game.
Select Button: Turbo mode.

OFFENSE-WITH THE BALL

A Button: Shoot (press to jump; release to shoot).
B Button: Pass (Control Pad to choose receiver).
Select Button: Turbo mode.

OFFENSE-WITHOUT THE BALL

A Button: Jump/Rebound (or make computer ball handler shoot).
B Button: Switch players (press the Control Pad to choose player).
Select Button: Push a nearby opponent.

DEFENSE

A Button: Jump to rebound or block shot.
B Button: Switch to player nearest the ball (or press Control Pad to choose player).
Select Button: Turbo mode.



MENU CONTROLS

Control Pad Up/Down: Move highlight Up or Down.
Control Pad Left/Right: Change highlighted option.
Start Button: Continue.
A Button: Change highlighted option.
B Button: Select highlighted option.




GAME SETUP

Use the Game Setup menu to choose the game mode, style, and difficulty you want to play.

- Press the Control Pad Up/Down to highlight options.
- Press the Control Pad Left/Right to change the highlighted option.
- Press the B Button to enter the Set Rules Menu or Options Menu.
- Press the Start Button to enter the Team Select Menu or Playoffs Menu.





TIP: These controls are used in all menus in **NBA Live 96**, so learn 'em here and use them everywhere.

MODE

EXHIBITION: Play a single game with any NBA, All-Star, or Custom teams.

SEASON: Start a new Season where you control an NBA team. See Season Play on p. 27.

PLAYOFFS: Start a new Playoff tournament with any NBA teams. See The NBA Playoffs on p. 33.

CONTINUE: Continue a Season or Playoff saved in one of the passwords given.

STYLE

ARCADE: Up tempo basketball where the players never tire, get injured, or foul out.

CUSTOM: Use last Set Rules menu settings for rules and simulation options.

SIMULATION: Absolute realism. Players tire, get injured, and foul out, and you must substitute accordingly.

LEVEL

ROOKIE: The easiest difficulty level. It's easy to score and the computer team isn't too hard on you.

STARTER: Average difficulty; the computer plays harder on defense.

ALL-STAR: Showtime! It's difficult to make steals or block shots, and the computer offense and defense are cranked to the max.

Quarter: The length of a quarter can be set to 3, 5, 8, or 12 MIN.

Set Rules: Go to Set Rules menu. See Set Rules Menu on p. 8.



SET RULES MENU

Use this menu to set custom rules and simulation options.

Defensive Fouls: This slider (off by default) sets the likelihood that defensive fouls are called.

Charging: Sets the likelihood that offensive fouls are called by the referees (off by default).

Out Of Bounds: Toggle out of bounds calls ON/OFF.

Backcourt: Toggle backcourt calls ON/OFF.

Traveling: Toggle traveling calls ON/OFF.

Goaltending: Toggle goaltending calls ON/OFF.

Foul Out: Set player foul outs from 3-9 fouls or OFF. In the NBA, players are ejected after their sixth foul, but you can adjust the number to suit your play style and period length.

3 In The Key: Toggle three second calls ON/OFF.

Inbound Clock: Toggle 5 second inbound clock ON/OFF.

Half Court Clock: Toggle 10 second backcourt clock ON/OFF.

Shot Clock: Toggle 24 second shot clock ON/OFF.

Injuries: Turn player injuries ON/OFF. When Injuries are ON, every time a player gets knocked down there is a small chance he will be injured. An injured player is only affected during the current game.

Fatigue: Toggle player fatigue ON/OFF.



SET OPTIONS

Auto Sub Notify: Turn notification of automatic player substitutions ON/OFF.

Shot Control: Toggle shot control between PLAYER and NINTENDO. In PLAYER mode, the chance the shot will go in is determined by the distance, angle, and release point of the shot. In NINTENDO mode, the shot's probability is determined by the NBA player's statistics and attributes rather than player control.

Ratings Style: Toggle player ratings between BARS or NUMBERS.

Music: Toggle music ON/OFF.

Sound/Crowd Effects: Toggle sound/crowd effects ON/OFF.

CPU Assistance: Toggle CPU assistance ON/OFF.



TEAM SELECT SCREEN

The Team Select screen appears before every exhibition game. The visiting team is shown on the left side of the screen, and the home team is shown on the right. Team ratings appear below the team logos when NBA teams are selected.

- To toggle the highlight between the home and visitor teams, press the B Button.

- To change the highlighted team, press the Control Pad Left/Right to cycle through the NBA, All-Star, and Custom teams.

- To sort the teams by rating, press the Control Pad Up/Down to highlight a rating. As you press the Control Pad Left/Right you cycle through the teams as sorted by that rating.

- Press the Start Button to continue. The Player Setup screen appears.

NOTE: Roster is current as of October 1995.



CUSTOM TEAM SCREEN

To change the players on the Custom roster:

1. Press the Control Pad Up/Down to highlight the player you want to change, and press the B Button. The bottom of the screen changes to list the starting players for an NBA team.

2. Press the A Button to cycle through the 29 NBA teams.

3. Highlight a player from an NBA team and press the B Button to replace the original player with the highlighted player. You return to the roster of the Custom team.

- To cancel the transaction, highlight the player originally selected and press the B Button.

- To view more stats, press the Control Pad Left/Right.



PLAYER SETUP SCREEN

Press the Control Pad Left/Right to move the select icon (either the Game Boy or a SNES controller if you are using a Super Game Boy). Moving the icon to the left lets you play as the away team, moving the icon to the right lets you play as the home team.

Press the Start Button to enter the first intro screen.



PREGAME INTRODUCTION

Before the game, the Pregame Introduction screens set the stage for the basketball action to follow. First, the Game Introduction screen announces the teams and home court.

- Press the Start Button to continue. The Team Matchups screen appears.

The Team Matchups screen compares the two teams. One to three basketballs indicate strength in each of five categories: SCORING, REBOUNDING, BALL CONTROL, DEFENSE, and OVERALL.

- Press the Start Button to continue.



THE TIP-OFF

Every game starts with a tip-off between the centers.

- To jump for the tip-off, press the B Button.



PLAYING THE GAME

You control the man over the circle.

Offense and defense require different skills in NBA Live 96, just like in the NBA. While the Control Pad is always used to move your player, the buttons have different functions on offense and defense. Learn the controls first, and then you can focus on your basketball skills and strategy.

- If your player is off-screen, an arrow points toward him from the edge of the screen. Press the Control Pad in the opposite direction to bring him back on-screen.





OFFENSE

MOVING WITH AND WITHOUT THE BALL

- Press the Control Pad in the direction that you want to move. You continue to move and dribble as long as you hold down the Control Pad. When you release the Control Pad, you stop moving, but maintain your dribble.
- When you start to pass or shoot the ball, you stop dribbling. Once you stop dribbling, you cannot use the Control Pad to move again, or the refs call traveling.
- To run faster, hold down the Select Button while moving. This kicks you into Turbo mode, where you may be able to catch another player from behind or drive to the bucket more effectively.
- To perform post-up moves, you must catch a pass when you are stationary in the low post area. When you press the Control Pad, the player swivels on his pivot foot rather than running and dribbling. To move normally again, press the A Button + Control Pad.

PASSING

- To pass to the closest receiver, press the B Button.
- To pass to a specific player, use the Control Pad to aim the pass while pressing the B Button.

TIP: Since you can throw the ball faster than you can run, passing is the quickest way to move the ball on the court. Ball movement is the key to offensive success—NBA defenses can contain almost any single player, but good passing gives fits to even the best defense. Rotate the ball from strong to weak side, and then shoot quickly before the defenders recover.



SHOOTING

Players shoot differently depending on who and where they are. For instance, when shooting from the outside, the player will try a jumpshot. Closer in, and he may try a hook shot. Near the hoop he'll try one of a variety of layups or slams (assuming he does slam).

- To shoot, press and hold the A Button. Release the ball at the top of your jump by releasing the button.

- To fake a shot, tap the A Button.

TIP: You'll have a better chance of making your shot if you release the ball at the top of your jump.

TIP: You'll increase the probability of making a shot if you get your feet set before you shoot—shooting on the run is less accurate.

TIP: If you press the B Button before you release the A Button, you can still pass the ball after you leave your feet to shoot.



FREE THROWS

Use the T-Meter to aim your shots from the line. The T-Meter appears when your player goes to the charity stripe.

The ball moves Left/Right on the horizontal bar to control the Left/Right accuracy of your shot.

1. Press the A Button or B Button when the ball is in the center of the bar to aim your shot. The ball moves Up/Down on the vertical bar to control the distance of your free throw.

2. Press the A Button or the B Button when the ball is in the center of the vertical bar to set the distance of your shot. The player shoots the ball, and normal play resumes.

The speed the basketball cursor travels on the bars of the T-Meter is controlled by the player's Free Throw rating—the better the rating, the slower the ball travels.

TIP: The closer to the center of the bars you stop the basketball, the better your chance of making the free throw.

DEFENSE

Offense may make the highlight reels, but defense wins games (just ask the Knicks).

SWITCHING DEFENDERS

You can switch to the defender nearest the ball at any time.

- To take control of the defender closest to the ball (between the ball and basket), press the B Button.

TIP: Your first order on defense is to stop the ball, so get a man on the ballhandler before he reaches the top of the key. This cuts off easy penetration and slows down the offense.

STEALS

When you're close to the ballhandler, your player automatically tries to reach in and steal the ball.

- To try to steal the ball from an opponent, position yourself in front of the offensive player.

You have to be close to the man with the ball to pull off a steal, but don't get too aggressive, or you may get whistled for a foul.

TIP: Steals are more successful when you double-team the player with the ball.

SHOT BLOCKING AND REBOUNTING

You can jump to try to block a shot or gather a rebound.

- To jump to reject a shot or work the glass, press the A Button.



PAUSE MENU

The Pause menu appears whenever you press the Start Button during a game. You must pause the game to call a time out, make a substitution, or choose from other menu options. The **TIME OUT** and **SUBSTITUTION** options are not always available—for instance, you can only make a substitution when the play clock is stopped. When options are grayed out, they cannot be selected.



TIME OUTS

You can pause the game at any time, but you must have possession of the ball to call a time out. The number of time outs remaining is listed after **TIME OUT** in the Pause menu. You get 7 time outs per game.

TO CALL A TIME OUT

1. Press the Start Button to pause the game. The Pause menu appears.
2. Highlight **TIME OUT** and press the B Button. The Substitution screen appears, and your team is charged with a time out.

TIP: Calling time out during the last two minutes of a game lets you inbound the ball at halfcourt, saving time and allowing you to run a play from the sideline.



SUBSTITUTION

You can make player substitutions when the play clock is stopped between periods, during a time out, or after a violation such as a foul or out of bounds has been called. When the clock is not stopped, the SUBSTITUTION option isn't available.

TO MAKE A SUBSTITUTION

1. Pause the game and call a time out, or if the clock is already stopped, pause the game and select **SUBSTITUTION** from the Pause menu. The Substitution screen appears. The 5 players currently in the game are listed in the screen.

- To cycle between game stats, player ratings, and 1995-96 stats, press the Control Pad Left/Right.

2. To substitute for a player, press the Control Pad Up/Down to highlight the player, and press the B Button. A screen listing the available bench players appears.

3. Press the Control Pad Up/Down to highlight a player, and press the B Button to insert that player into the lineup. If you decide not to make a substitution, press the Start Button to return to the Pause menu.

TIP: Familiarize yourself with the player ratings in the Substitution screen to determine the offensive strengths and weaknesses of your players. If a player has no outside game, for instance, don't throw up bricks from long range.



STRATEGY MENU

- To highlight an option, press the Control Pad Up/Down.

- To change the option (except on Defensive Matchups), press the Control Pad Left/Right.

- To enter Defensive Matchups (if highlighted), press the B Button.

- Press the Start Button to return to the Pause Menu.

Offense: Select an offensive set: **BOX**, **INSIDE TRIANGLE**, **SIDELINE TRIANGLE**, **MOTION**, **HIGH POST**, **3 POINT**, **ISOLATION**, or **AUTO SWITCH**. When **AUTO SWITCH** is chosen, the computer chooses an offensive set automatically.

Crash Boards: Go after offensive rebounds aggressively if **ON**, and get back on defense if **OFF**.

Defense: Select defensive strategy from **FULL COURT**, **HALF COURT**, **HALF TRAP**, **QUARTER COURT**, or **AUTO SWITCH**. When **AUTO SWITCH** is chosen, the computer selects the defense automatically.

Pressure: Select LOW, NORMAL, or HIGH defensive pressure. Higher pressure may lead to more steals, but also more fouls.

Substitutions: Toggle player substitution between AUTO or MANUAL. When AUTO, the computer automatically substitutes for tired players.



DEFENSIVE MATCHUPS

Go to Defensive Matchups screen.

- To select a player and matchup, press the Control Pad Up/Down.
- To select a new matchup for the highlighted player, press the B Button.
- To toggle double-teaming YES or NO for the selected player, press the Control Pad Left/Right. When YES, the computer-controlled defensive players try to double-team the player when he gets the ball.

TIP: Double-teaming is a great way to shut down a player who's been lighting you up.



PLAY OPTIONS MENU

The Play Options menu gives you access to statistics and options screens.

- To highlight an option, press the Control Pad Up/Down.
- To select the currently highlighted option, press the B Button.
- To return to the Pause Menu, press the Start Button.

Team Stats: Go to Team Stats screen to view both teams' statistics for the current game.

- To cycle through the stats, press the Control Pad Up/Down.
- Press the Start Button to exit the Team Stats screen.

Player Stats: Go to Player Stats screen to view statistics for NBA players.

- To cycle between the current stats, press the Control Pad Left/Right.
- To scroll through the list of players, press the Control Pad Up/Down.



- To change the current group of stats, hold the A Button and press the Control Pad Left/Right.
- To switch between the home and away team, press the B Button.
- Press the Start Button to exit the Player Stats screen.

User Stats: Go to User Stats screen to view stats. Press the Control Pad Left/Right to scroll through the stats.

- Press the Start Button to exit the User Stats screen.

Set Rules: Go to Set Rules screen to change rules and simulation options. See Set Rules menu on page 8.

Quit Game: Go to Quit Game menu. Highlight QUIT GAME and press the B Button to quit the game; highlight CANCEL to return to the Play Options menu. Pressing START also cancels the game. In Season or Playoff mode, you have the option to quit the entire season or playoff as well as the current game.

Infractions: When the refs catch an infraction on the court, they blow the whistle to stop play, and the violation is displayed on-screen.

Set Options: Go to Set Options screen to change options. See Set Options on page 9.

Fouls: Offensive players get to take free throws as follows:

- When a player is fouled after the defense commits 5 or more team fouls in a quarter, the offensive player gets 2 free throws. Offensive fouls don't count as team fouls.
- When a player is fouled in the act of shooting, he goes to the line. If his field goal attempt was good, he gets one free throw; if it wasn't good, he gets two free throws.
- After a flagrant foul, the offense gets 2 free throws plus possession of the ball.



END OF THE QUARTER / HALF / GAME

END OF THE QUARTER

The buzzer sounds, play stops, and the score is displayed.

- To exit the team scores screen and enter the team stats screen, press the Start Button.
- In the team stats screen, press the Control Pad Left/Right to cycle through the stats. To return to the game, press START.

END OF THE HALF

After the score is displayed, press START, and an outstanding player from each team is selected for the Key Players screen.

	PHILADELPHIA	14
	ORLANDO	23
	MAGIC	
	END OF 1ST QUARTER	

- To exit the Key Players screen and enter the team stats screen, press **START**.
- In the team stats screen, press the Control Pad Left/Right to cycle through the stats. To return to the game, press the Start Button.

END OF THE GAME

After the final buzzer, the final score is displayed. Press the Start Button, and the picture and game stats of the Player of the Game are shown.

- Press **START** to exit the Player of the Game screen.

POSTGAME SCREEN

- To highlight **TEAM STATS**, **PLAYER STATS**, or **USER STATS**, press the Control Pad Up/Down.
- To go to the appropriate stat screen (see Play Options Menu on p. 23 for descriptions of each screen), press the **B** Button.
- When you're through looking at the screens, press the Start Button to go to the Game Setup menu.



SEASON PLAY

You can take a team through an entire season in NBA Live 96. If you're good enough, you can play and/or simulate your way right on to the NBA Playoffs and the Finals. Passcodes are provided at the end of each game, allowing you to resume your season any way you want.

Statistics are tallied and saved for every player throughout the season. You can view the stats for every player from the Player Stats screens, and track the league leaders from the League Leaders screen.



STARTING A SEASON

1. From the Game Setup menu, select **SEASON** from the **MODE** option.
2. Set up the remaining options, then press the Start Button. The Team Select screen appears.



SEASON TEAM SELECT SCREEN

In Season mode, the Team Select screen allows you to choose the team you'll control through the season and choose the number of games in the season.

Team: Press the Control Pad Left/Right to select from the 29 NBA teams. Ratings for the selected team are displayed to the right of the team name and logo. To sort the teams by rating, press the Control Pad Up/Down to highlight a rating. Press the Control Pad Left/Right to cycle through the teams as sorted by that rating.

Season: Select from 82 (the standard NBA schedule), 52, or 26 game seasons.

- Press the Start Button to continue. The Begin Season screen appears.



TEAM SCHEDULE SCREEN

Use this screen to play or simulate games throughout your team's season, view league standings, statistical leaders, and scheduled games, or make player trades. Note that league stat screens are only available after a game has been played or simulated.

- To move through your team's schedule by day, press the Control Pad Left/Right.

- To highlight options from the menu, press the Control Pad Up/Down.

- To activate the highlighted option, press the B Button.

- To jump to the next scheduled game, press the Start Button. If the next game is already highlighted, pressing the Start Button will start the game.

Play Game: Play the currently highlighted game. You can only play or simulate the next game; you cannot skip any unplayed games. Gameplay proceeds as normal, except that an additional League Leaders screen is available from the Play Options menu.



Simulate: Simulate the currently highlighted game. The results of the game appear beneath the logo of the opposing team.

Standings: View League Standings by division. Teams that have clinched playoff berths have a check mark.

Season Stats: View season stats for all players on your team.

- To page through the categories, press the Control Pad Left/Right.
- To see the players on your team, press the Control Pad Up/Down.
- Press the Start Button to return to the Team Schedule.

Trades: Go to Trade Players screen.

NBA Calendar: View the league schedule by day.

- To page through the league schedule by day, press the Control Pad Left/Right.
- To view the games on that day (if there are more than 3), press the Control Pad Up/Down.
- Press the Start Button to return to the Team Schedule.

Exit Season: Exit the current season.



PLAYER TRADES

You can trade starting players between your team and any other team with the Trade Players screen. You're the GM here—you make the deals! (But just like real GM's, you can only make trades up to the trading deadline of February 24th.)

1. Highlight **TRADES** from the Team Schedule screen and press the B Button. The Trade Players screen appears.
2. Press the Control Pad Up/Down to highlight the player you wish to trade, and press the B Button. The bottom portion of the screen lists the starting players for another NBA team.
3. To choose the player you want to trade for:
 - Hold the A Button while pressing the Control Pad Left/Right to cycle through the NBA teams.
 - Press the Control Pad Left/Right to cycle through the statistics for the players.
 - Press the Control Pad Up/Down to highlight the player you wish to trade for.
 - Press the B Button to select the player to be traded.
4. To accept the trade for the highlighted player, press the B Button. The players are exchanged, and you return to the Trade Players screen.
 - To abort the trade, press the Start Button. You return to the Team Schedule screen.



AFTER THE GAME

After a Season game, the endgame screens appear as normal. Press the Start Button to continue, and you return to the Team Schedule screen.



END OF THE SEASON

When the season ends the **PLAYOFFS** option appears on the Team Schedule menu. Press the Control Pad Up/Down to highlight **PLAYOFFS** then press the B Button to advance to the Playoff Tree screen. If you made the playoffs, see Starting a Playoff Series below. If you didn't make the playoffs, the Playoff Tree is displayed to show the playoff results. Press the Start to return to the Game Setup screen.



THE NBA PLAYOFFS

The playoffs come but once a year in the NBA, but you can create your own playoff atmosphere any time you want in NBA Live 96. You can start with an NBA team in Season play and try to make the playoffs, or set up your own custom playoffs using any NBA teams.

STARTING A PLAYOFF SERIES

From the Game Setup menu: When you start a new Playoff series from the Game Setup menu, you can choose the teams that play in the series, as well as which teams are human-controlled.

1. From the Game Setup menu, select **PLAYOFFS** from the **MODE** option.
2. Set up the remaining options, then press the Start Button. The Playoff Tree screen appears.

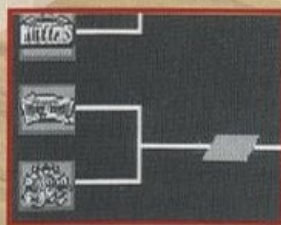
From Season play: Select **PLAYOFFS** from the Team Schedule screen to advance to the Playoff Tree after the end of the season-if you made the playoffs, your team is highlighted. Playoffs proceed as normal, except that you cannot change the teams.



THE PLAYOFF TREE

FROM THE GAME SETUP SCREEN

- To highlight a team, press the Control Pad Up/Down.
- To scroll through the Playoff Tree, press the Control Pad Left/Right.
- When the series schedule is visible in the center of the Playoff Tree, press the B Button to view the number of games in the series.



- To change the series schedule, Press the A Button to cycle through the choices. Choose from 5-7-7-7 (the NBA format; 5 games in the first round and 7 games thereafter), 1-3-3-3, or 3-5-5-5.

- Press the Start Button to go to start the Playoffs.

NOTE: Always use the same user name when controlling a team in the playoffs.

AT THE END OF THE GAME

After a Playoff game, the endgame screens appear as normal. Press the Start Button to continue, and the Playoff Tree screen appears.

- Press the Control Pad Left/Right or the B Button to set the number of games in the series.
- Press the Control Pad Left/Right to scroll through the Playoff Tree.
- Press the Start Button to play the current game.



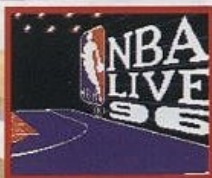
END OF THE ROUND

- If you win your round, the procedure is the same as any other game, except when you return to the Playoff Tree your win/loss record is displayed, and your team icon is moved to the next bracket, where you face a new opponent.
- If you lose a round, you return to the Playoff Tree screen to see the final playoff results after the postgame screens. Press the Start Button to return to the Game Setup screen.



USING YOUR SUPER GAME BOY ADAPTER

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.

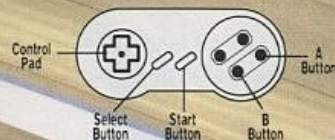


For further operation information, please consult your Super Game Boy and Super NES instruction booklets.

Game play on the Super NES using the Super Game Boy adapter. Both sold separately.

This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the A, B, Start and Select Buttons on your Super NES Controller correspond to the same controls on the Game Boy. If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction booklet.

36



LIMITED WARRANTY

BLACK PEARL SOFTWARE warrants to the original consumer purchaser that this Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, BLACK PEARL SOFTWARE will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the BLACK PEARL SOFTWARE Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

BLACK PEARL SOFTWARE Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective material or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the PAK develops a problem after the 90 day warranty period, you may contact the BLACK PEARL SOFTWARE Consumer Service Department at the phone number noted. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK. Send the defective PAK, along with \$10.00, freight prepaid to BLACK PEARL SOFTWARE. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refundable.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BLACK PEARL SOFTWARE BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Black Pearl Software, 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302. (818) 591-1310.

37