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MIDWAY

T-9709N

WARNING

WARNINGS Read Before Using Your Sega Dreamcast ™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

TABLE OF CONTENTS

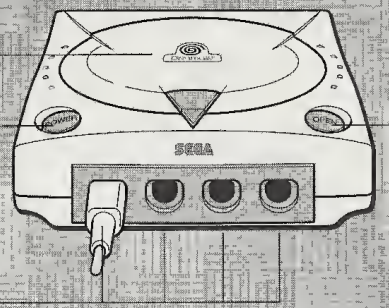
GETTING STARTED 3
CONTROLLER 4
DEFAULT CONTROLS 5
VISUAL MEMORY UNIT 6
BEFORE TIP OFF 7
LOAD / SAVE GAMES 8
MINI GAMES ..... 9 - 10
OPTIONS MENU ..... 11 - 12
CUSTOMIZE TEAMS & PLAYERS ..... 13 - 14
CHOOSE POSITION / TEAM 15
PLAYING THE GAME ..... 16 - 18
BASIC SKILLS ..... 19 - 23
SUBS, STATS & TRIVIA 24
CREDITS 25
WARRANTY 26

GETTING STARTED

Before you begin to play NBA Hoopz, pay attention to the following information regarding your Sega Dreamcast Hardware Unit.

- Be sure the Power is off on your Sega Dreamcast system.
- Plug in all Sega Dreamcast Controller (s)
  *One controller is included with the Sega Dreamcast at the time of purchase. Additional controllers and peripherals are sold separately. For more information on the Sega Dreamcast Controller, see the next page.
- Insert your NBA Hoopz Sega Dreamcast Specific Disc.
- Press the Power Button to activate the Sega Dreamcast.
- Follow on-screen game instructions.

SEGA DREAMCAST HARDWARE UNIT



Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A, Control Port B, Control Port C, and Control Port D.** Use each port to connect controllers for players 1 to 4 respectively.
NOTE: **Control Port** can also be referred to as **Port**.

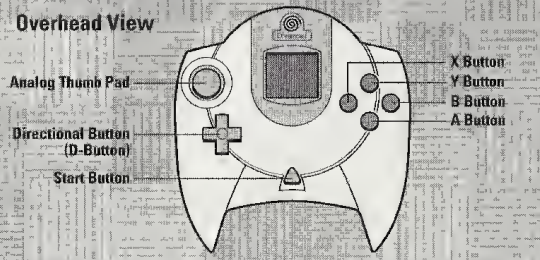
CONTROLLER

Up to 4 players can play NBA Hoopz. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

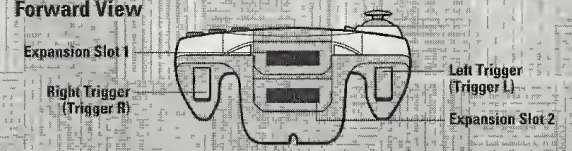
To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and then press Start. This will cause the Sega Dreamcast to soft-reset the software.

SEGA DREAMCAST CONTROLLER

Overhead View



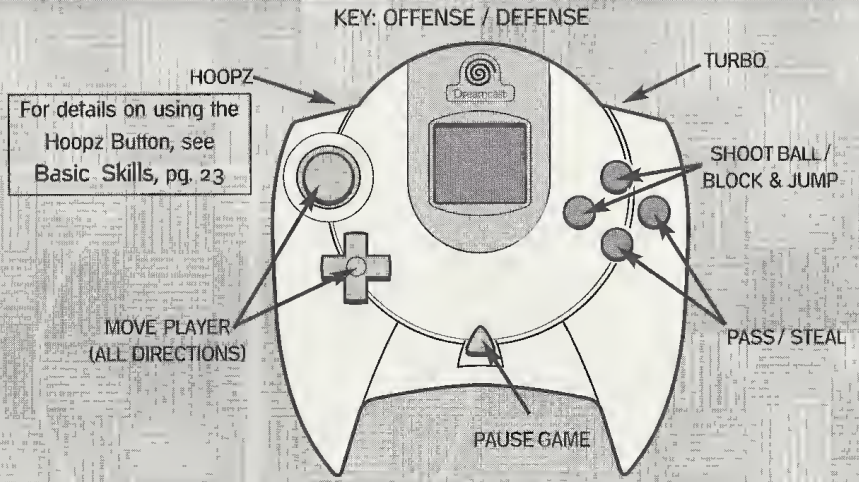
Forward View



MENU NAVIGATION

Throughout this manual, press Up, Down, Left and Right on the Directional Button to navigate through the game menus (i.e. Options) and highlight selections. To activate a selection or access the next menu, press the A Button. To go back to the previous menu and/or cancel the previous selection, press B Button.

DEFAULT CONTROLS



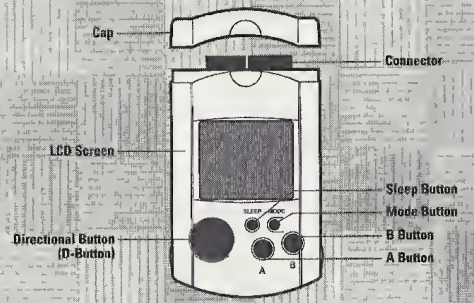
Press Start to pause the game. The Confirm Exit Menu will appear. To quit a game in progress, select EXIT GAME and press the A Button. If you wish to continue your game, select CONTINUE and press the A Button.

*** Important ***

Operation with incompatible controllers is not guaranteed.

VISUAL MEMORY UNIT

VISUAL MEMORY UNIT (VMU)



Use this device to Load or Save Configuration Data and options settings to your memory card. After selecting a Load or Save option, press the A Button to load or save Configuration Information and options settings.

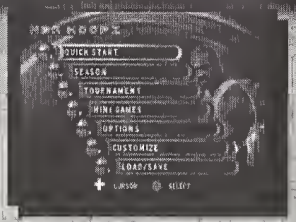
When saving information, your Controller Configuration and any game configuration settings will be saved to the memory card until the next time you play NBA Hoopz. The memory card will automatically load any saved information when powering up the console, as long as you have a memory card inserted in your controller.

The number of memory blocks required to save game files varies according to the type of software and content of files to be saved. With this game, 160 blocks are required to save the game information. The options settings will be automatically saved to the same file when the options menu is exited.

*** Important Warning ***

While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.

BEFORE TIP OFF



At the Title screen, press the Start Button. After a brief pause, the Main Menu will appear. Press the Directional Button Up or Down to select an option, then press the A Button to select. Choose from the following options:

QUICK START

This game mode will let you select a team and players, then drop you right on the court for your game. This is the easiest way to jump right onto the floor and play the game.

SEASON

Pick a team and embark on a full season of Hoopz! You'll play an entire schedule, possibly make the playoffs then maybe onto the championship game. You'll need a memory card to save your season information (see Load/Save Games, next page). Between games, a menu will appear, letting you PLAY NEXT GAME, SAVE your game data or edit PLAYER ATTRIBUTES (see Customize Team & Players, pgs. 13-14).

TOURNAMENT

It's like skipping an entire season and jumping right into the playoffs. Select a team, then mow down the competition on your way to the Tournament Championship.

MINI GAMES

See Mini Games, pgs. 9-10.

CUSTOMIZE

See Customize Team & Players, pgs. 13-14.

OPTIONS

See Options Menu, pgs. 11-12

LOAD/SAVE GAMES

LOAD/SAVE

In order to take advantage of the Load/Save features in NBA Hoopz, you must have a memory card inserted in Port A, Slot 1 of your game controller. Following each Season or Tournament game, NBA Hoopz will automatically save your customized options, Season and Tournament information to your memory card. After the data is saved, you can continue your Season or Tournament or play again some other time. If you choose to play some other time, you'll want to use the Load or Save options from the Main Menu.

LOAD

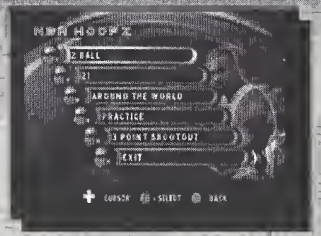
Select this option to continue your saved season. The data will be loaded, so you can then select SEASON or TOURNAMENT and continue your march toward the championship.

SAVE

Although SEASON and TOURNAMENT data is automatically saved after each game if Autosave is ON, you may still want to manually save data not associated. For example, you may want to select Save if you change your Controller Configuration just before powering down your console. In any case, it's also a nice safeguard to select SAVE before you power down or quit playing NBA Hoopz.

MINI GAMES

So you're not in the mood to play a full game? You don't have to. NBA Hoopz includes 4 Mini Games, as well as a Practice option to improve your Hoopz skills. Read below for information on each game, then give each a try.



2 BALL

Each team has a limited amount of time to score as many points as possible. There are seven shooting spots, each with an assigned point value. When shooting, one foot must begin on the shooting spot. Players must alternate shots and may not shoot consecutively from the same spot. Five Bonus Points are awarded to a team that scores from each of the seven shooting spots.

TIP: Use the clock wisely to get the five Bonus Points.

21

The first player to score exactly 21 points is the winner. A score that exceeds 21 points gets reset to 11. Each basket is worth 2 points. After two baskets, you get a free shot. Make your free shot to retain possession of the ball. If you miss a shot, the ball will go Live. A Live ball must be cleared to the 3-Point Line.

Tip: The 3 Point Free Shot can be tough to make, so be warned about taking too many of them.

MINI GAMES

AROUND THE WORLD

The object of this mini game is to take a shot from each of the designated markers on the court. The first player to make a basket from each of the markers is the winner (in a Round Trip game, the player must work their way back to the starting point). After you move past the first marker, you'll get one 'Chance' shot per possession. If you miss the 'Chance' shot, you will be penalized markers.

Player Positions: For an overhead view of the players' progress, press the Y Button.

TIP: The pace of the meter is determined by the location of the marker on the floor and the stats of the player. Learn the rhythm to advance around the world.

PRACTICE

Select a player from any of the NBA teams, then take to the court and practice your dribbling, shooting, follow-ups, tip-ins, as well as any other aspect of your game you think you need to work on.

3 POINT SHOOTOUT

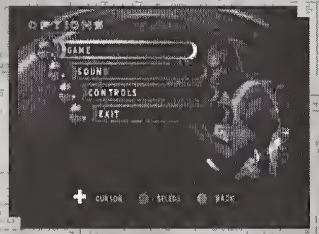
There are five ball racks positioned around the 3-Point Line. Each rack holds four Standard balls and one colored "Money Ball". Each basket made using a Standard ball is worth one point, and baskets made using the "Money Ball" are worth two points. Players have a limited amount of time to clear the racks, making as many 3-Point shots as possible.

TIP: The balance between speed and accuracy can make the difference between victory and defeat. Take your time and do your best to sink the "Money Ball".

OPTIONS MENU

At the Main Menu, highlight OPTIONS and press the A Button.

Under the Options Menu you will find the following sub-menu selections: GAME, SOUND, CONTROLS and EXIT. Highlight the option you want and press the A Button. Each option can be adjusted by pressing Left or Right. To go back to the previous menu, select EXIT.



GAME

DIFFICULTY
This setting determines how difficult the computer-controlled opponents will be. Select ROOKIE, VETERAN or PRO.

QUARTER TIME
You can adjust the game clock using this option. It determines the time of each quarter.

CAMERA VIEW
Adjust your camera point-of-view to the angle you like best. Select from LOW or HIGH viewpoints.

TURBO BARS
You can select to play games with or without Turbo Bars displayed. Choose ON or OFF. When you turn this option off, you're essentially not letting your opponents know when you're using your turbo.

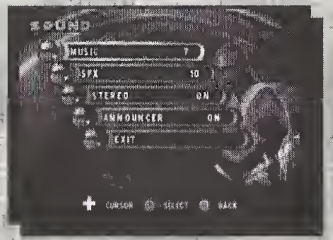
COACHING TIPS
Following the 1st and 3rd Quarters of a game, Tip screens will appear giving you some helpful game hints. You can turn them ON or OFF(see Coaching Tips, pg. 23).

OPTIONS MENU

Tag Mode
Turn Tag Mode ON or OFF. You control only one player when Tag Mode is turned OFF.

EXIT
Go back to the Options Menu.

SOUND



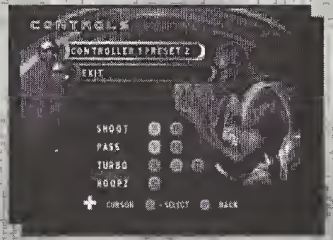
MUSIC
Adjust the game's background music. The higher the number, the louder the music.

SFX
Change the volume of the game's sound effects.

ANNOUNCER
You can either let the announcer speak (ON) or play without an announcer (OFF)!

EXIT
Go back to the Options Menu.

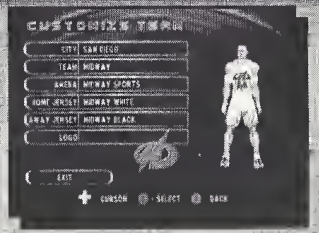
CONTROLS



Select one of six controller configurations. Press the Directional Button Up or Down to select the controller you want to configure (1-4) and press the A Button. Press the Directional Button Left or Right to cycle through the six available configurations.

As you change the configuration, you'll see a display of that controller's preset. Select the preset that will work best for you, then select EXIT. As many as 4 players can use this process to select configuration presets.

CUSTOMIZE TEAMS & PLAYERS



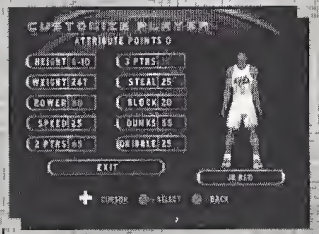
At the Main Menu, highlight CUSTOMIZE and press the A Button. The Customize Screen offers two features that allow you to customize a Team or Player.

TEAM

At the Customize Team Screen, press the Directional Button Up or Down to select the team information you want to modify, then press the A Button. You'll have the choice to change TEAM information.

When you select specific text, selectable letters will appear to the right of the screen. Press the Directional Button Up, Down, Left or Right to highlight a character, then press the A Button to select. You can change names for the CITY, TEAM and ARENA. Repeat the process to type in and complete your team's new information.

To change the logo, select LOGO and press the Directional Button Left or Right. Choose a new logo and press the A Button. Once you have everything set the way you want, highlight EXIT then press the A Button.



PLAYER

Select PLAYER to change attributes to players on the Midway Roster. The Customize Player feature essentially allows you to create your own player. You can change existing players' jersey number, their skill attributes as well as their name. Press the Directional Button Up or Down to select the following options for customizing a player, then press the Directional Button Left or Right to cycle options (next page):

CUSTOMIZE TEAMS & PLAYERS

Number: Change the player's number. Press the Directional Button Up, Down, Left or Right to highlight a number, then press the A Button to select it. Select END to accept the new number.

Attributes: You can modify several specific player attributes, but there's a certain number of points to work with. You can earn points for every three wins or correct answers to Trivia questions (see Trivia, pg. 24). Every time you increase points (to boost up your player's attribute) you lose points. Every time you decrease your player's attributes, you gain points. Remember that the stronger your player is in one attribute, the weaker they may be in another.

Privileges: There are six privileges you can add to your character to help them on the court. You can select 2 out of the 6 privileges.

- **Stealth Turbo** - Your opponent won't know when you're using Turbo.
- **Big Head** - Add a giant head to your character.
- **Drone Big Head** - Add a giant head to your drone characters.
- **Choose Hotspot** - Pick a hotspot on the court. When you shoot from that spot in the game, odds are you're going to nail it.
- **Hide Attributes** - This will hide your attributes from your opponents.
- **Choose Jersey** - Select a jersey for your player to wear at all times.

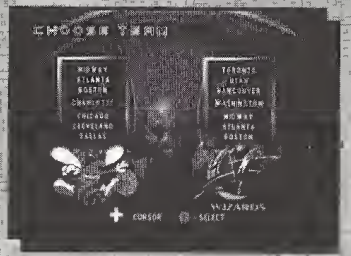
Nick Name: Give the player a new nick name from the available names. Press the A Button to accept the new name.

Edit Name: Edit the player's name. Press the Directional Button Up, Down, Left or Right to highlight a character, then press the A Button to select it. Repeat the process to spell out the new name, then select END to accept the new name.

CHOOSE POSITION/TEAM

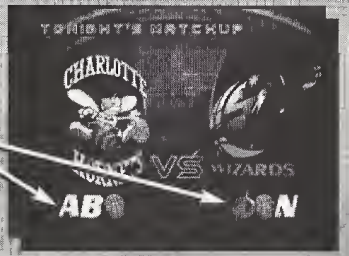
Before you begin your game, you'll need to select whether you'll play on the Home or Away team. You'll also select the type of position player you would like to use in the game.

At the Choose Positions Screen, press the Directional Button Left or Right to select a side. Up to four players can make their selection. When you're finished selecting positions, you'll go to the Choose Team Screen.



Press the Directional Button Up or Down to highlight the team you would like to use. Once you select a team, you'll need to select the players you'd like to use from that team. Press the Directional Button in any direction to cycle the players, then press the A Button to make your selection.

PLAYING THE GAME



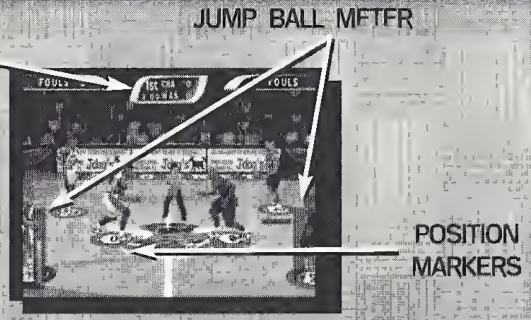
CODE ICONS

When all of the players have been selected (and all of the players have pressed the A Button, the Match Up Screen will appear.

The Matchup Screen displays the names and logos of the two competing teams. At the bottom portion of the screen, you'll see code icons (one for a 1 player game, two for a 2 player game). You can enter codes by pressing the X Button (first icon), A Button (second icon) or the B Button (third icon). When the icons you want are displayed, press the Directional Button Up, Down, Left or Right.

To input more than one code, repeat the process as quickly as possible. The codes you entered first will flash and remain on-screen, then you can enter another code before the game starts. The first code you entered will be stored, as well as the following codes.

Codes for NBA Hoopz can be found in Strategy Guides, Magazines, on the Internet and with a little experimentation on your part.



The next few pages will show you what to do in the game and what to look for!

JUMP BALL METER

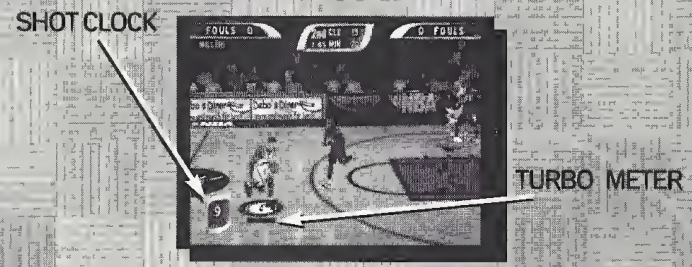
At the start of the game, players appear at center court for the jump ball. The gauges on the right and left display the jump power for each of the two players in the circle. To have a better chance to win the jump, quickly tap on your Turbo and Jump Button to boost the power and height of your jump.

SCOREBOARD

At the top of the screen, the Scoreboard displays the score of the game, the Quarter and the Time remaining. When the clock is under one minute, it's displayed on the lower right of the screen until time expires.

POSITION MARKERS

Below each player's feet is a colored circle containing a G, F, or C (Guard, Forward or Center). The letter lets each person know which player they're controlling. When a player is off-screen, the arrow moves to the side of the screen, pointing to the location of your player.



TURBO METER

TURBO METERS are found under the POSITION MARKER of each human controlled player. As you use your turbo, you'll see the color within the Turbo Meter diminish until it's gone. It recharges automatically when you aren't using it. Your shoes will also illuminate as you use the Turbo.

SHOT CLOCK

When you gain possession of the ball, you have 24 seconds to release the ball toward the hoop. When the shot clock counts down to 10 seconds, it will appear in the lower portion of the screen to let you know. If you don't shoot in time, the words "SHOT CLOCK VIOLATION" will appear, and possession of the ball will be given to the other team.

BASIC SKILLS

The next few pages are devoted to the basic skills you'll need to master. It may take some time, but once you get these moves down, you'll be hard to beat.

DRIBBLING

The computer takes care of your player's basic dribbling, but you can put some moves into the dribbles to keep from getting the ball stolen. While dribbling, quickly tap the Turbo Button twice to execute a spin move around a player.

SHOOTING

In NBA Hoopz, there's more to shooting than just pressing the Shoot Button. There's a good chance that another player will be in-your-face every time you attempt a shot. If a player jumps to block your shot as you press the Shoot Button, you can hold the button down to delay the release of your shot.

To get a little more height and energy into your shot, try pressing the Turbo and Shoot Button at the same time. Your best chance to nail your jumper occurs when you release the ball at the peak of your jump.

Also, to shoot around your opponent, try pressing the Directional Button in all directions. Your player will execute a fade away, a lean-in shot, or a left/right leaning shot depending on which way you hold the Directional Button.

PASSING

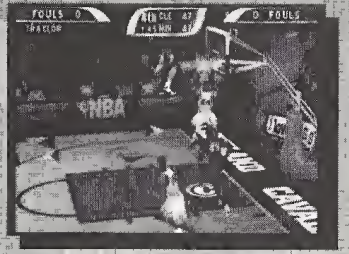
This isn't as simple or automatic as you might think. Make sure your man is open when you pass, and don't be a ball hog. It's much harder to take the ball away from two players working as a team. You can press the Pass Button as you go to the hoop to dish off to your teammate or to escape opponents that are in-your-face. Skilled Point Guards pass more creatively than Centers or Forwards.

BASIC SKILLS

REBOUNDING

Don't always assume the ball is going down. Time your jumps at the net. Press the Shoot Button and Turbo Button simultaneously to get high in the air. When you grab the rebound, your teammate should be running down the floor toward your net. Pass it deep.

Offensive rebounds are a must. Follow your shot to the net to rebound a possible miss, then try pressing the Shoot Button while you're in the air to tip it in. It's a pretty sweet move if you can pull it off.



ON FIRE!

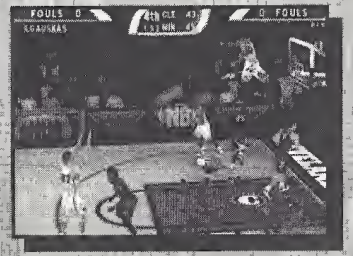
A player who sinks three hoops in a row (without letting their opponent score) becomes "On Fire". The ball will smoke when possession is gained and Unlimited Turbo is available. When a player On Fire shoots the ball, he has a much greater chance of making any shot he throws. Also, a player On Fire can goaltend freely without being called for it. To extinguish a player who's on fire, the opposing team needs to make just one basket; otherwise, the fire automatically goes out after five baskets.

When a team of players do three Alley Oops or Double Dunks in a row, you achieve Team Fire. At this point, both players are on fire with Unlimited Turbo until the other team makes an alley oop.

Take your opponents to town and start a run. To stop Team Fire, the opposing team must complete an Alley Oop or Double Dunk. If a player or team is on fire at the end of a quarter, they will still be on fire to start the next quarter.

HARD CONTACT

Here's a move that will help you start a run or make up some points. Press the Pass and Steal Button to knock the ball out of his hands. The ball may or may not come loose, but it's a good opportunity to create a turnover. If you press the Turbo and Pass Button, you'll shove and foul an opponent. Be careful though, commit five fouls and your opponent will go to the Free Throw line!



THE ALLEY OOP!

Dazzle your friends with this one. As you go hard toward your net, watch for a teammate flying toward the net. When he jumps high and flashes in the air, press the Pass Button to dish the ball off. If all goes well, he'll slam it home! Press Turbo and the Shoot Button together to go up yourself.

HEAD FAKE

With your feet planted, quickly tap the Shoot Button to execute this move. A well executed head fake may cause your opponent to mis-time his block attempt.

CLEARING OUT

If for some reason you're held up and have to pass the ball or shoot, quickly tap the Turbo Button to grasp the ball hard and throw elbows from side-to-side. This will make it more difficult for your opponent to steal the ball.

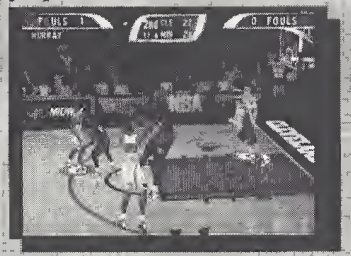
SPIN MOVE

As you dribble, quickly tap the Turbo Button twice.

THE DOUBLE DUNK

Teammates can both jump high and drive hard to the hoop, then the ball carrier must press the Pass Button to dish off to his flashing teammate behind him. Repeat this move, then leave your opponents guessing if you'll pass or not. Either way, you should be able to score. The player without the ball must press the Turbo and Shoot Button to jump high toward the net, behind the teammate carrying the ball.

BLOCKING SHOTS



This is one of the keys to a great defensive game. Try to time a players shot attempt, then step in front of him and press the Shoot Button. If he's way up there, press your Shoot Button and the Turbo Button to greet him above the rim.

SHOOTING FREE THROWS

Occasionally, a team will be penalized after committing five fouls, allowing another player to go to the free throw line. When you get up to the line, an accuracy gauge will appear on the lower left. Press the A Button when the gauge's arrow reaches the center of the gauge. If you time it right, you'll nail the shot. The further off-center you stop the arrow, the more your accuracy will suffer. Try to stop the arrow dead center to increase your chances of making the shot. If you miss, be ready for the rebound.

> TIP
>
> A player's position will give you an idea as to what skill he is best able to perform. Guards and Forwards tend to make more 3-pointers. A Center will get more rebounds and be harder to clear out. Forwards tend to drive higher and stronger to the hoop, doing more exciting dunks.

HOOPZ BUTTON FEATURES

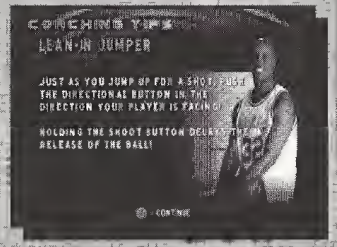
On Offense
The player with the ball can press the Hoopz Button to back-in or post-up on an opponent. While holding down the Hoopz Button, double tap the Turbo button to execute an "arm hook & spin" maneuver around the opponent. Also, try holding down the Hoopz Button and pressing Shoot to perform a Hook Shot.

When you're NOT in Tag Mode, you can perform a Give-and-Go by holding down the Hoopz Button when you pass the ball. If you continue to hold down the Hoopz Button, your teammate will pass the ball right back to you once you let go of the button.

On Defense (In Tag Mode Only)
You can switch to the defender closest to the ball by pressing the Hoopz Button.

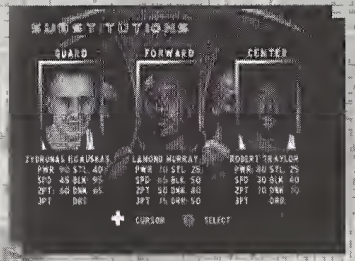
COACHING TIPS

After the 1st and 3rd quarters, Coaching Tips are displayed. Read them carefully to get helpful playing tips and special moves. If you go into Overtime, you'll get more tips between each quarter. The Coaching Tips can be turned OFF in the Options Menu (see Page 11 for more details).



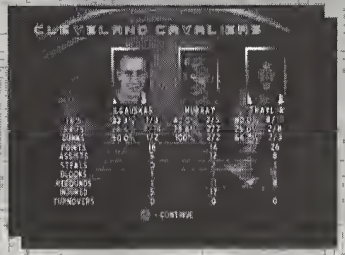
At Halftime, you have the opportunity to substitute one or all players. You won't be able to change teams, so you'll have to select different players from the team you chose prior to the game.

SUBSTITUTIONS



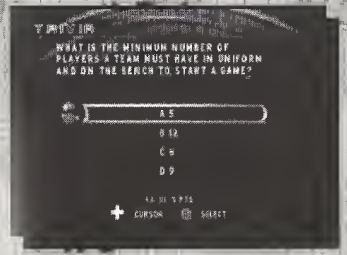
At the Substitution Screen, press the Directional Button Up, Down, Left, or Right, to cycle through the available players, then press the A Button to return to the floor.

STATS



At Halftime and the end of the game, a statistics screen will appear. Following the End Game Stats Screen, the Scoring Breakdown Screen appears. It displays the breakdown of player point totals through the first two quarters then at the end of the game.

TRIVIA



At the end of each game, play NBA Hoopz Trivia. Accumulate points to use when you customize a player. The more points you accumulate, the more Attributes you can give your customized player. (See Customize Teams & Players, pgs. 13-14)

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