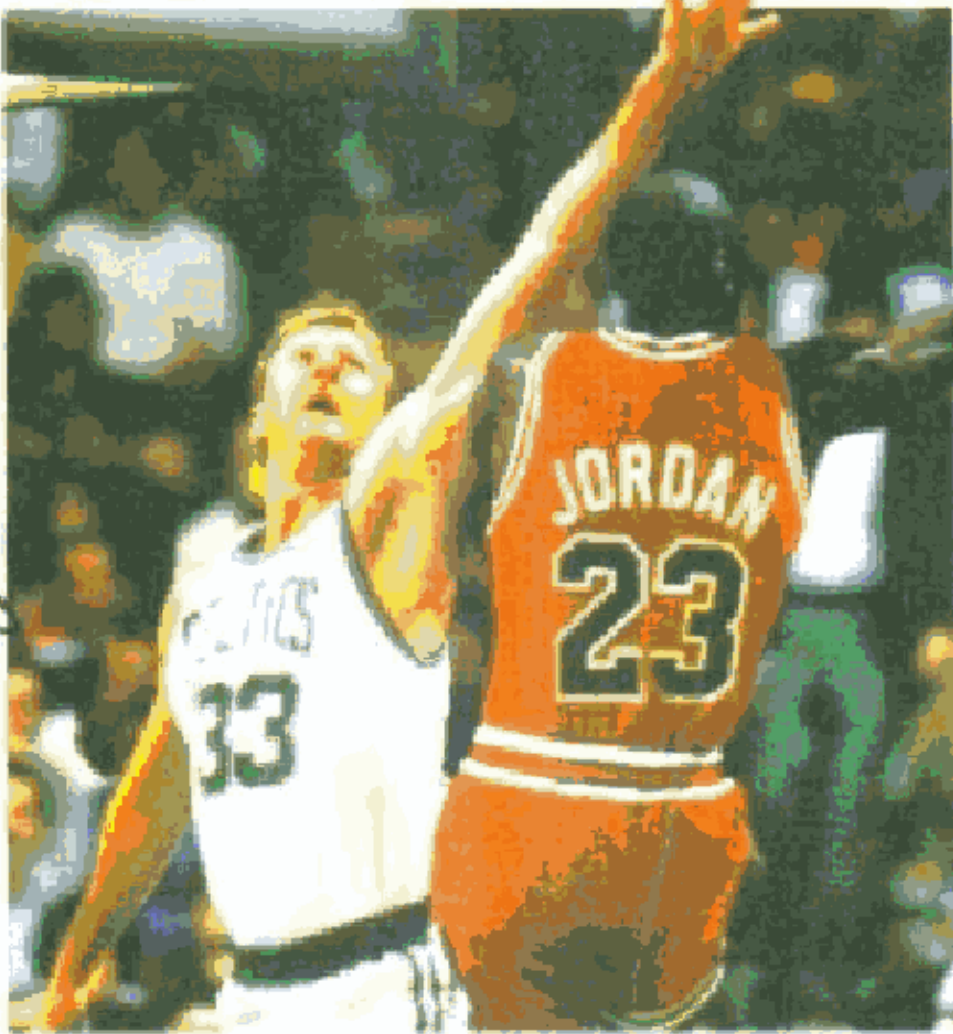


EASN PRESENTS

*Larry Bird*



*Michael Jordan*

# JORDAN VS BIRD

ELECTRONIC ARTS®



EmuMovies

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS**

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

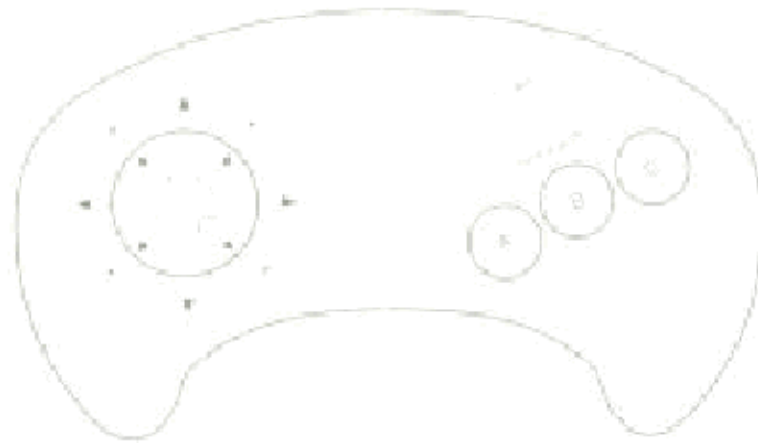


Mike Abbot (front right) and Jay Zimmermann (left) hail from "America's Finest City," San Diego, where they both graduated from the University of California in 1987. Mike, a veteran EA developer, created such blockbuster hits as *Kings of the Beach*, *Ski or Die*, and *Hard Hat Mack*. Jay, who has been a musician for the last few years, has gotten back into game designing following a 5 year hiatus. When not programming and designing games, they like to hit the road on their Harleys, shred the mountains while snowboarding, or hang out at the beach in Del Mar, just soaking in the rays.





## CONTROLLING THE GAME



### ***Before the Game***

**START:** To exit options screen and start the game.

**D-PAD up/down:** To cycle through options on **Option** screen. (For more information on Game Options, turn to p. 7.)

**A:** To cycle through choices within an option.

### ***One on One—Offense***

**START:** To pause game.

**A** (once the game has been paused): To call Time-out.

**B** (once the game has been paused): To start Instant Replay.

**D-Pad + A**(hold): To run.

**A** (quick press & release): To turn around.

**B:** To shoot/jump for rebounds.

**C:** To shoot specialty shots.



### ***One on One—Defense***

**START:** To pause game.

**START + A:** To call Time-out.

**START + B:** To start Instant Replay.

**D-Pad + A (hold):** To run.

**A (quick press & release):** To steal.

**B:** To block a shot/jump for a rebound.

### ***Slam Dunk Contest***

**A:** To run.

**B (press and hold):** To leap.

**B (release):** To release the ball.

### ***3-Point Contest***

**A:** To grab a ball from a bin.

**B:** To start the shot.

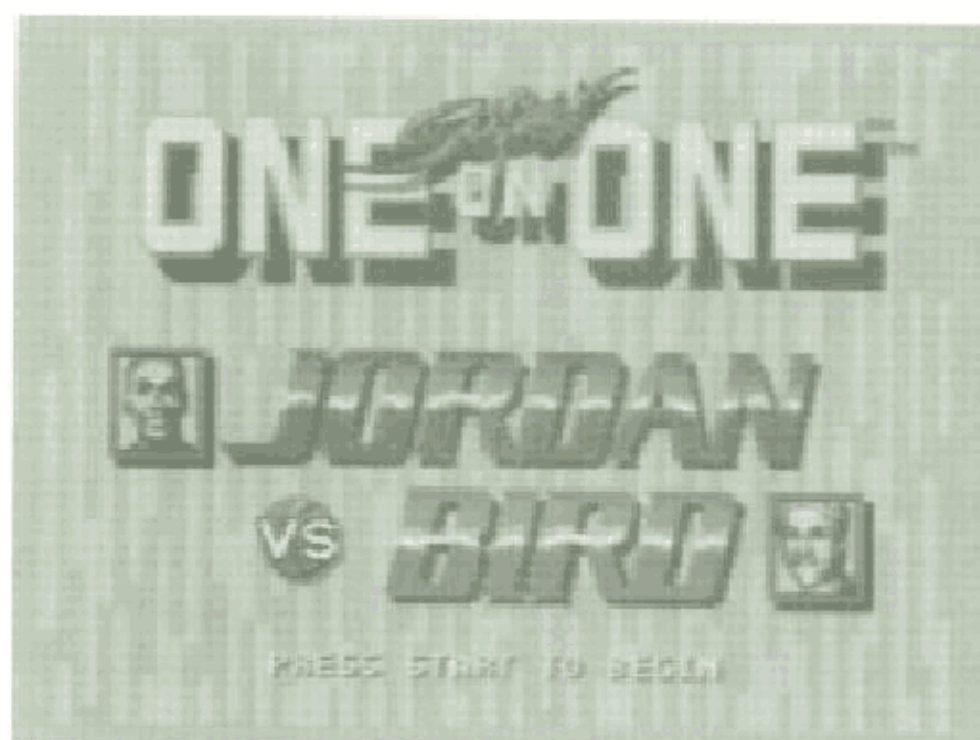
**C:** To release the ball.



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## SUPER ONE ON ONE: JORDAN VS. BIRD



*Title Screen*

### **AIR & BIRD**

Michael "Air" Jordan. His aerial show makes you question the laws of physics. But don't think for a minute that his moves around the basket are limited to 360's, windmills, rim kissing and other artful variations of the slam and jam. He's also a stealing, rebounding and scoring wonder. Jordan's fast hands, devastating drives to the hoop and all-around aggressive play make him one of this era's most respected and dominating NBA players.

Larry Bird. His turnaround and fadeaway jump shots leave a blur of rainbows in your eyes. In a pro career



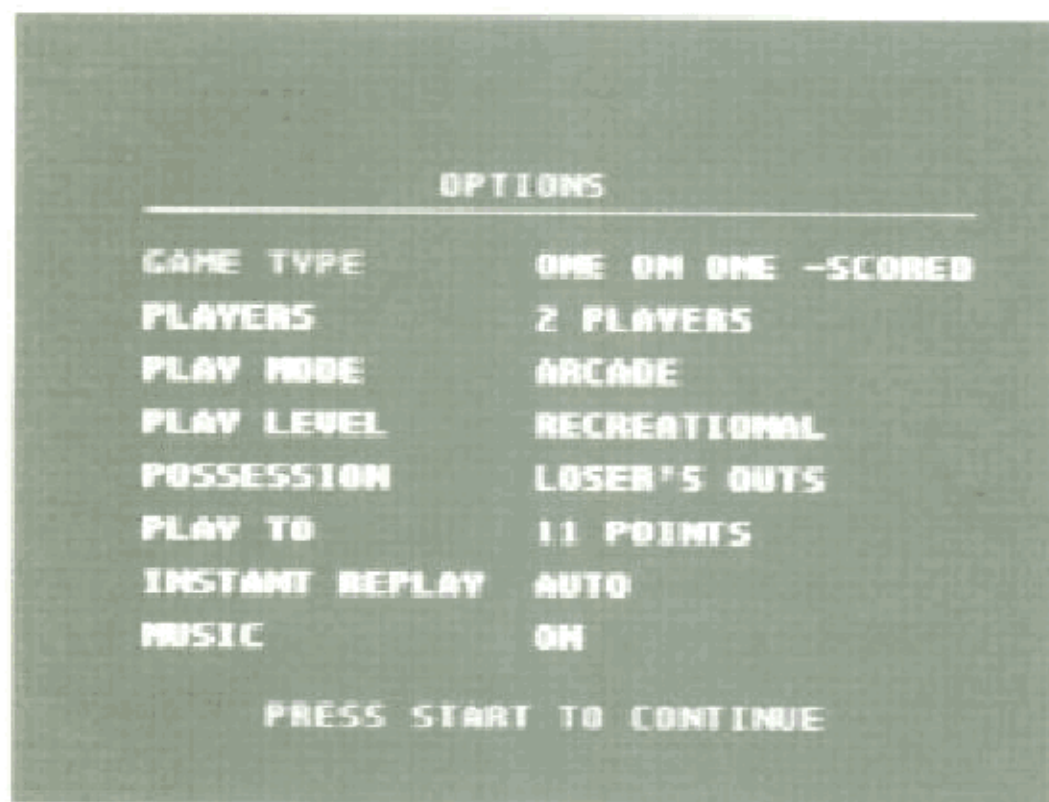
that spans a decade, he has become an eternal flame of excellence, demonstrating again and again his ability to work the court in a calm and calculated manner. So if he wants to wipe the bottoms of his sneakers with his hands, let him.

## STARTING THE GAME

1. Turn OFF the power switch on your Sega™ Genesis™.  
**Never insert or remove a game cartridge when the power is on.**
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch.  
The EASN logo appears (if you don't see it, begin again at step 1).
5. Press START to play.



## GAME OPTIONS



### *Options Menu*

The **Options** screen is where you set up your game, whether it's One on One: the Slam Dunk Contest or the 3-Point Contest.

To choose from the **Options** screen, **D-Pad** up or down to move the green highlight through the list of game options. Press **A** to cycle through the choices for the selected option.

Once you choose, **D-Pad** down to the next option. When you like what you see across the board, press **START**.



The following is a list of options:

### **Game Type**

**ONE ON ONE—TIMED:** Four timed periods of 2, 5, 8 or 12 minutes.

**ONE ON ONE—SCORED:** A game up to 11, 15 or 21 points (see **PLAY TO**).

**THREE POINT CONTEST:** Shoot against the clock from five locations on the three point line. *Turn to page 33 to learn more.*

**SLAMDUNK CONTEST:** Choose three of your favorite dunks and put on a show. A panel of experts judges your form. *Turn to page 25 to learn more.*

**NOTE:** The following options apply to **ONE ON ONE—TIMED** and/or **ONE ON ONE—SCORED**.

## **SUPER ONE ON ONE**

*If you want to read more about the Three Point Contest turn to page 33. If you want to read more about the Slam Dunk Contest turn to page 25.*

### **ONE ON ONE OPTIONS**

After you choose the kind of One on One game you want to play, you'll need to set the following features.

*When we meet on the court, we have a lot of mutual respect for each other."*

Michael Jordan on Larry Bird

**NOTE:** Not all of the One on One scenarios have *all* of these features. The features you must set depend on what type of game you choose.

**Players** (ONE ON ONE—SCORED, ONE ON ONE—TIMED)

You can play against a friend, or you can play against Genesis.

**2 PLAYERS:** You and a friend play against each other. The player hooked into control pad 1 controls Jordan. The player with control pad 2 controls Bird.

**1 PLAYER—JORDAN:** You control Jordan; Genesis controls Bird.

**1 PLAYER—BIRD:** You control Bird; Genesis controls Jordan.

**Play Mode** (ONE ON ONE—TIMED, ONE ON ONE—SCORED)

Jordan and Bird can play like the humans they are, or they can be in supershape and never tire.

**ARCADE:** Fast paced basketball. The players never tire, and the shooting is more consistent.

**SIMULATION:** The players are more like humans. When they're fatigued they foul more and they miss more shots.



On the wall behind the basket, near the players' names, are fatigue bars. These indicate the energy levels of each player. When the green lights are lit the player is strong. When only the red lights are lit the player is tired, slower, and less steady with his shots.

**HINT:** If you're tired, get as much rest between plays as you can. Calling time-out will rejuvenate both players. Avoid running; work the ball toward the hoop with finesse moves rather than with physically punishing drives. Jordan and Bird will catch their breath again.

- To call Time-out: press **START**, then press **A**. The player who was last in possession of the ball will "bring in" the ball after a time-out period. Each player gets two time-outs per *SCORED* game and two time-outs per quarter in a *TIMED* game.

**Play Level** (ONE ON ONE—TIMED, ONE ON ONE—SCORED):

Choose any one of four levels of play:

**RECREATIONAL:** Remember the playground? Netless rims, searing asphalt, *wrestlers*—that's rec. Defense isn't as tight, so shots are easier to make. Don't forget to pick up some Ben-Gay on the way home.

**VARSITY:** Defense heats up a little here. You'll have to time your shots and blocks better or you'll end up fouling or grabbing air.







**MANUAL:** If you want to play straight through without interruption and replay just the action *you* want to see.

*If you want to read more about this feature, turn to Manual Instant Replay on page 22.*

**Music:** Choose **ON** if you want to jam to the zippy and inspirational *Theme from EASN* while you wait for the action to begin.

- *If you want to play right away, you can use the game's default settings by pressing **START**.*

## **PLAYING ONE ON ONE**



One on One pits the shooter and the slammer against one another in an all out half-court battle. You can be either Larry or Michael, and you can play against a friend or against Genesis.

- The basic rules:
- Each basket inside the three-point line is worth one point; anything outside is worth two.
  - When the defensive player rebounds, he must dribble to a point behind an imaginary line (extending from either side of the freethrow line to the three-point line) before he can shoot. Once the player clears the line he can shoot from wherever he wants.
  - After choosing the options you want, press **START**. Bing Gordon and K.C. Darty, EASN's courtside commentators, welcome you to the competition.
  - Press **A** to advance through the text. If you want to bypass Bing and K.C. and skip right to the game, just press **START**.

You'll see Jordan and Bird all set to play ball.

The referee appears in a box and signals the start of the game. When the box disappears the game begins.

## **OFFENSE**

Perhaps the most important common characteristic of the great One-on-One players is quickness: how fast they move with the ball, react to the defender's mistakes, and release the shot. To be a dominant player in Jordan vs. Bird, you have to master the basic skills and learn to execute them with speed.

- To Dribble: **D-Pad** in the direction of your choice.



Your player automatically dribbles the ball as he moves.

**NOTE:** When you press the **D-Pad** your player will shuffle along with caution. If you want your player to run see *To Drive to the Hoop* below.

- **To Turn Your Back to the Defender:** Quickly press and release **A**, and your man will turn 180°. Unless you're lightning quick it's a good idea to turn your back to the defender. It makes it harder for him to steal the ball.

Feinting, or jabbing, is a technique often used in one on one confrontations. Executed when bringing the ball in, the successful jab will take the defender right out of his shorts.

- **To Jab:** press and release the **D-Pad** quickly in one direction. Usually your opponent will try to cut you off so you don't drive around him. If he follows your jab, press and hold the **D-Pad** in the opposite direction and drive around him.
- **To Drive to the Hoop:** You'll want some speed as you drive; so press and hold **A** *while* you press the **D-Pad**. This makes your man run and not shuffle.



Shooting: There are three types of shots you can take:

- The jump shot: Press **B** to jump, then release **B** to release the ball.
- The hook shot: Press **C**. Your man automatically completes the shot.
- The dunk: Usually when driving to the hoop (pressing the **D-Pad** ) Press **C**. The player must be moving toward the hoop and (in **SIMULATION** mode only) his fatigue bar must be in the green zone.

**HINT:** Releasing the ball at the top of the jump will increase the likelihood of a successful shot.

**NOTE:** When you press **C** Genesis decides whether your player hooks or dunks based on your distance from the hoop, how fast you're moving, and how well you're guarded.

- To fake a jump shot, press and release **B** quickly. If your opponent goes up in the air to block the shot, drive around him or step to the side and shoot.
- To go up for the rebound, press and release **B**.
- To tip the ball in, press and release **B**.
- To pause the game at any time: press **START**.
- To resume the game: press **START** again.



- *If you find you're frequently being called for violations, you might want to read the section **TURNOVERS/VIOLATIONS** on page 23.*

## **OFFENSIVE NOTEBOOK**

### *Michael's Tips*

*"I'm a better shooter coming off the dribble than I am a stand-still jump shooter. I'm a better shooter if I can take the dribble this way or that way and go up for the jump shot.*

*"The jab is a weapon I use to keep the defense honest. If he's playing me for the drive—he's playing me close up—I use the jab step as if I'm going to fake for a drive. If he retreats, he opens me up for the jump shot and gives me more room to operate. If I jab step and he stays, that's my key to go past.*

*"If Larry's playing me, he'd probably play me off of the drive so I'd take the jump shot. If my jump shot isn't falling, I'd close in on him and back him in until he's close to me. Then I can use my quickness to get past him.*

*"Use the crossover step in combination with your fake jumper. If Larry plays up for the jump block, spin around him and drive for the jump. If he plays for the drive, advance with your back to him and position yourself to either use the turnaround jumper if he plays off you, or step and slam if he's close.*

*"Of course, I could always show him my aerial 360."*

### **Larry's Tips**

*"The difference between a shooter and a scorer is this: a shooter puts the ball up every time he has an open shot; a scorer puts it up only when he has the best shot. To become a good shooter, you have to do three things: practice how to shoot, learn where the good shots are, and learn when to shoot.*

*"Watch out for Michael's quickness. Try to get him off balance with jabs and fakes and get in position to shoot from the top of the key. I like to use my turnaround jump shot as an offensive weapon. If he plays on me, I'd back in, turn around, and shoot quickly.*

*"Or maybe I'll just nail one."*

- *To pick up more pointers, turn to **Offensive Tips** on page 38.*

## **DEFENSE**

Reaction. Assertion. Again, quickness is the key to a seamless defense. When to block, when to steal, when to hold your ground—these are the elements of style. And the more you've studied the moves of your opponent, the more confidence you'll have as a defender.



- To Guard your opponent: **D-Pad** in any direction to move your man.
- To Run: **D-Pad** and hold **A** at the same time.
- To Steal: Press and release **A** quickly to try to steal the ball.
- To Block: Press **B** to try to block a shot.

**HINT:** Sometimes when your opponent drives toward the basket you can draw an offensive foul simply by holding your ground.

- To Pause the game at any time: press **START**.
- To Resume the game: press **START** again.

## **DEFENSIVE NOTEBOOK**

### *Michael's Tips*

*"Larry can shoot it from any stance. He's got one of those fake shots where he can fake it but look like he's going to shoot it. That gets me off my feet so he can use that quick move of his to go past. When you think he won't shoot it, he will shoot it. When you think he will shoot, he won't shoot. I'd force him to drive by, playing him close and denying his jump shot.*

*"How do I decide when to steal or when to block? It's a gamble. If Larry goes for the steal, he's going to pay for it if he doesn't get the ball. And if he steals it, I'm the one in bad shape. I think I'd rather go for the steal when the ball is clearly in my vision, like when the offensive player has a mental lapse and puts it in my face. If I don't get*



*the steal but make the block, hopefully I'll pick it up.*

*"If it's between blocking and rebounding, I'm getting in his face. If Larry is open, there won't be a rebound. If he does get a shot off and you do have to go for the rebound, you'll have to box him out so he can't get to the ball. Luckily in one on one, you don't have to worry about another man getting to the ball."*

### **Larry's Tips**

*"Fundamentally, defense is a simple skill. It amounts to keeping your body positioned between your opponent and the basket. It's about as simple as that. But mentally defense is tough. You've got to use your mental toughness to constantly push your body around the court so it says 'no' to your opponent.*

*"I jump on jump shooters. I move in on jump shooters until we're shirt to shirt. I use a wide stance so if the shooter decides to forget the shot and try and drive around me, he'll have to work at it. With Michael, it's different. He's so quick I tend to play off him to stop his drive. If I see him square up, I'll move in. Going for a steal against Michael is dangerous. If you commit and miss, he's by you in a flash—and in the air for the slam.*

*"Shot blocking is a spectacular defensive play. It's a defender's greatest moment. It's a shooter's worst. Whenever you see you can block a shot*



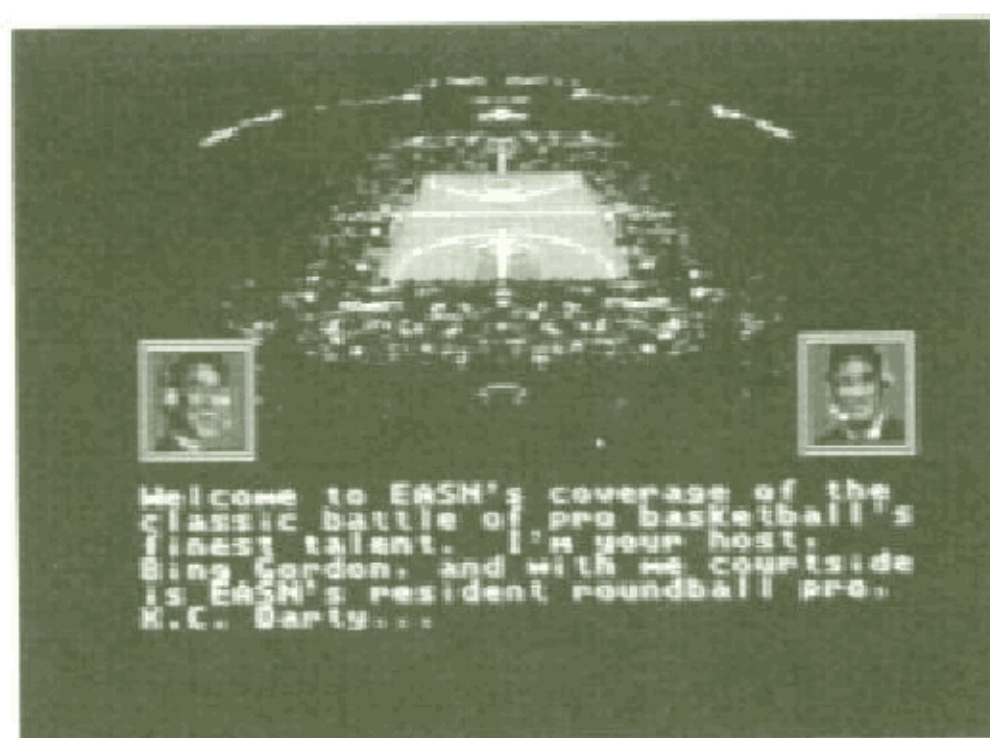


*without fouling the shooter, go ahead, put it in his face.*

*"If I see a player likes to shoot from particular areas of the court, I try to beat him to his spot. I keep him out of his shooting positions. If Michael seems to favor a spot, I'll see him there."*

- *To pick up a few pointers on defense, turn to **Defensive Tips** on page 39.*



## THINGS YOU'LL WANT TO KNOW ABOUT THE GAME





## EASN

The Electronic Arts Sports Network is proud to have basketball's best, Bing Gordon and ex-pro K.C. Darty, live to bring you all of the action. In just a few years as an EASN team, they've displayed an astounding wealth of roundball knowledge—along with industrial size drums of hair spray, tooth polish and eye makeup—at virtually every arena in the country. They'll be courtside, keeping you posted with pre- and post-game reports, as well as some lively commentary during the convenient pauses of a game. So sit back, play the game, and relish their wit (before it runs out).

### Stats Screen

EASN			
STATISTICS	JORDAN	BIRD	
SCORE	10	12	
FOULS	1	1	
BLOCKS	0	0	
STEALS	0	0	
REBOUNDS	14	8	
1 POINTERS	1	0	
2 POINTERS	9	2	
SHOT ACCURACY	43%	52%	


 Quite a show, Bing. It's Bird's rebound(s) and 2 two-pointer(s) for a total of 12, to Jordan's 10 point(s).
 

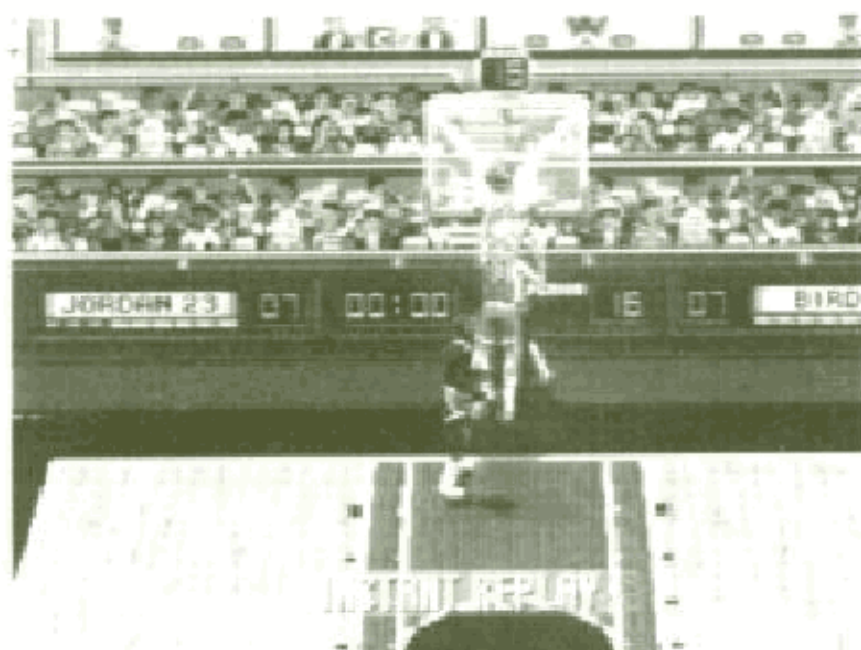
PRESS START TO CONTINUE





At the end of each One on One game (and at halftime in a TIMED game), the EASN STATISTICS screen appears. This screen shows all of the vital stats. You'll see the final score and numbers for fouls, shots blocked, steals, rebounds, one- and two-pointers, and shot accuracy. When you're done viewing the stats, press **START** to return to the **OPTIONS** screen.

### ***Instant Replay***



*Jordan v. Bird* features an exclusive EASN instant replay feature, making it possible to watch a play again as many times as you want.

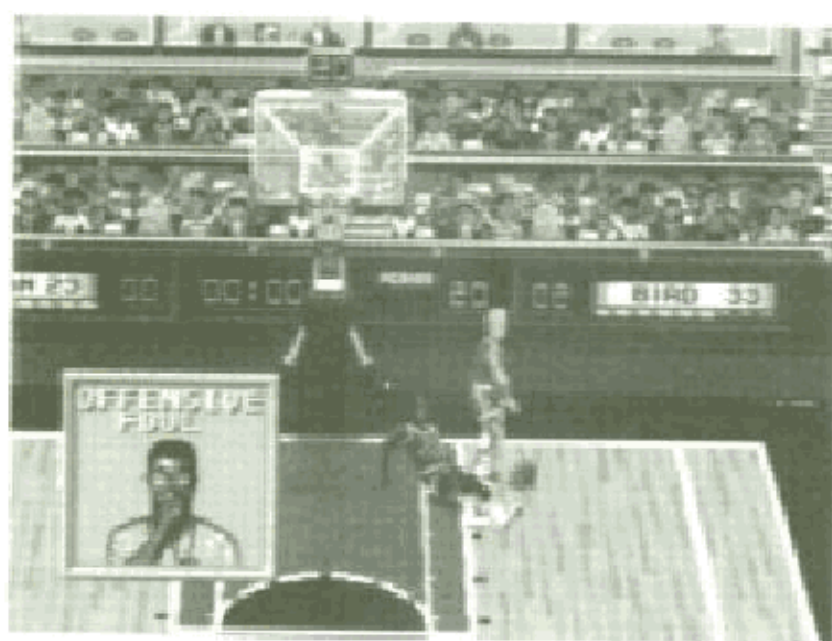
The **AUTO REPLAY** option lets Genesis choose the plays to review. When Genesis and the commentators see something they like, they like to see it again! Plus you can review your favorite plays on your own.



But if you don't care much for Bing and K.C. or for their idea of a great play, you can replay only the action *you* want to see by using the **MANUAL REPLAY** option.

- To see a play again:
  1. Press **START**. The "GAME PAUSED" box appears on the screen.
  2. Then press **B**, and watch the play unfold. Press **START** to resume the game.

## TURNOVERS/VIOLATIONS



The offensive player loses the ball if he commits any of the following violations:

- **Delay of Game**—You make no attempt to bring the ball into play within the ten-second limit.

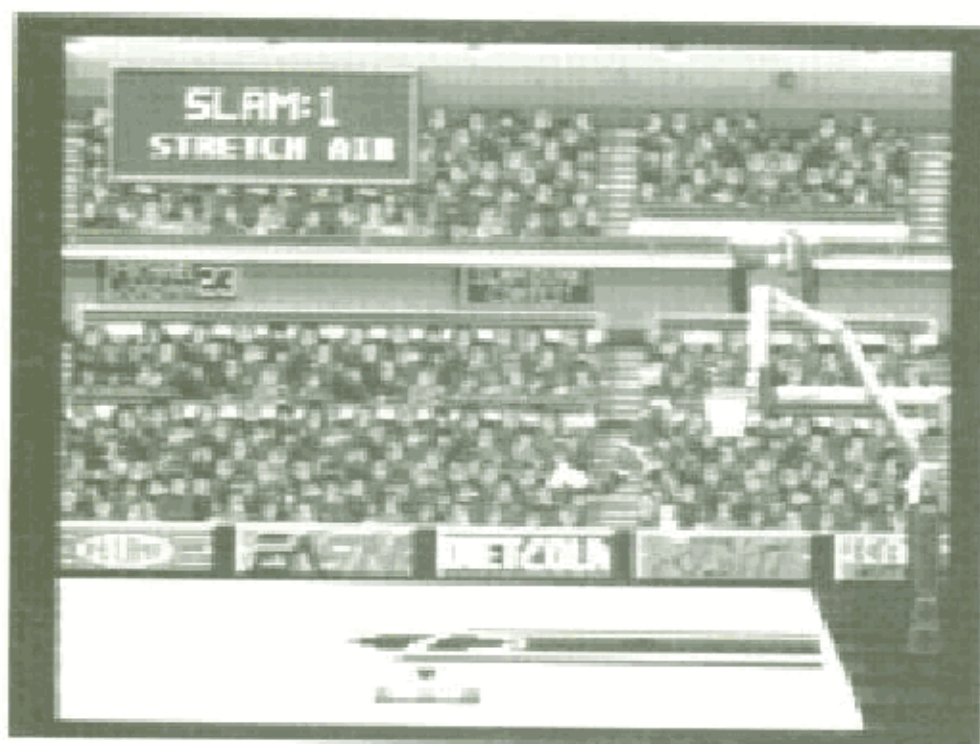


- **Travelling**—You make a shot attempt where your feet leave the ground but the ball doesn't leave your hands. Or you dribble, stop to fake a jump shot, and start dribbling again.
- **Offensive Foul**—You have the ball and run into a defensive player who is in position (standing still).
- **24 Second Violation**—You don't get a shot off before the 24 second clock runs out.
- **Failure to Clear the Ball**—You get a defensive rebound or steal while in the key, and you shoot before dribbling the ball back to the "clear" line (Imagine that the free throw line extends to the three point line.) You must dribble behind this line; however, you don't have to stay behind the line. Once you've cleared the ball you can shoot from wherever you like.
- **Reaching In**—The defender reaches around the offensive player for the ball.

Michael: *"Larry fouls all the time, but it's not that obvious. He gives a little bump and falls away."*

Larry: *"Most fouls are committed because players are caught by surprise. Either they haven't studied their opponent's offensive moves, or they aren't concentrating."*

## AIR JORDAN'S SLAM DUNK CONTEST



The Slam Dunk features Michael Jordan, and for good reason. If you think he's called Air just because he breathes the stuff, you'd better think again. Michael won the NBA All-Star Slam Dunk Contest two consecutive years before it was time, as he said, to give the younger guys a chance. The undisputed authority on rim bending and air walking, no single player is more admired for his mid-flight show than Michael Jordan. His acrobatic exhibitions of splendor and grace are as innovative as they are astonishing; he has virtually rewritten the aerial game.

This slam dunk contest is judged with the exact same criteria and standards used in the official NBA All-Star contest.





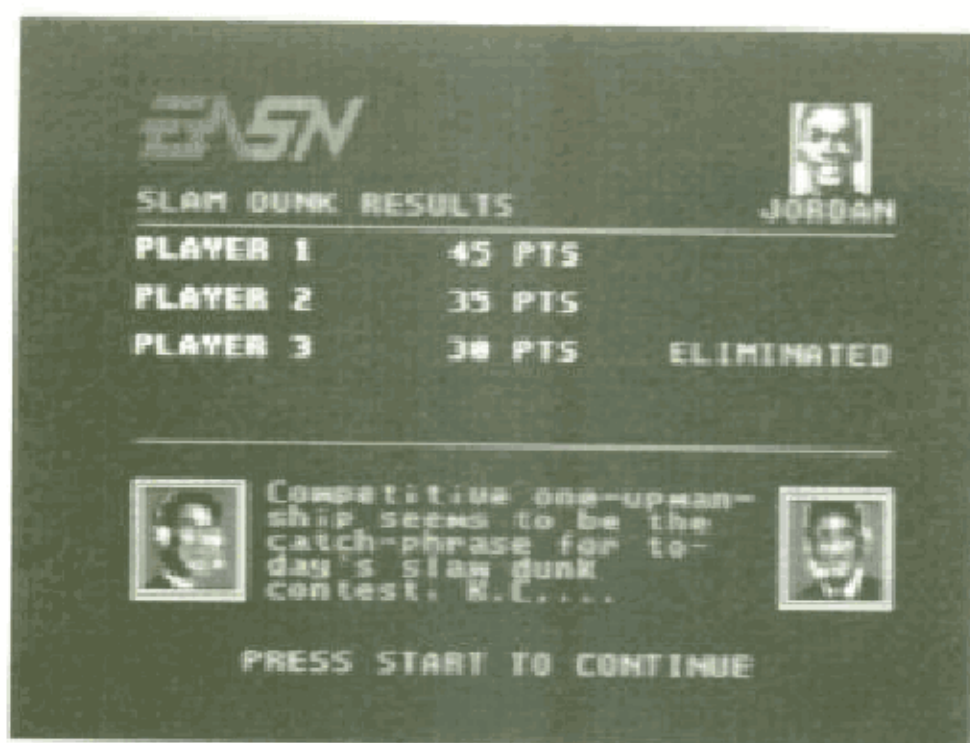
Michael: "You're judged on three aspects of your dunk: take off, creativity in the air, and jam power. Take off is where you leave the ground (depending on the dunk you perform, there's a strategically key place on the floor from which you should take off). Creativity in the air is a large category. That's how you move your legs, what you do with your hands—what you do with your body. Jam power is the last part of the dunk. It's how much authority you have when it comes to putting the ball right through the hoop."

## **SLAM DUNK OPTIONS**

**MUSIC:** ON or OFF.

**PLAYERS:** 1, 2, 3, or 4. Go it alone or compete with friends. When you dunk with more than one player everyone uses the same controller (controller 1). The first player chooses three dunks, executes them and receives a score total. Then the next player goes through the same process until all players have dunked.





*EASN Slam Dunk Results Screen*

After the scores have been totalled and compared, the player with the lowest score is eliminated from the competition. The remaining players go on to a second round, after which another player is eliminated. The rounds continue until a champion is determined.

**HINT:** Everyone has their favorite jams—the Reverse, the Hula-Loop, and the almighty Stretch Air are some of Michael's best. Make the tournament interesting by letting your opponent select the dunks *you* will perform. You, in turn, choose his dunks. This way you won't always have the advantage of performing your best dunks.

Another variation on the contest is the Follow-the-Leader Competition. One player chooses three dunks. The next player must select and execute the same



three dunks. With the same “rules” for each player, this competition is pure.

## ***Dunking***

Now you’re ready to execute that Alfonzo Gonzo, Eagle Soaring, Lion Roaring, Fan Flooring, Rim Twisting, Glass-To-Dust-Burn-The-Whole-House-Down-Jam—**KABOOM!**

- After choosing **SLAM DUNK CONTEST** from the **Options** menu, press **START**. The EASN commentators say their piece; then you’ll see a screen of slam dunk icons. Each icon represents one of Michael’s magnificent jams.



*Dunk Icon Board*

- To select a dunk: **D-Pad** to the icon of your choice. When the rippling blue and white border frames the dunk you want, press **A**. A blaze

orange bracket frames the dunk you've just selected.

**NOTE:** If you choose a dunk and later decide to swap it for another, simply frame the dunk you want to delete and press **A**.

- Select three dunks and press **START**.  
(Once you press **START**, you can't return to the dunk menu.)

Here's Michael a few feet outside the three-point line waiting for you to pull the trigger. The name of the dunk you're about to execute appears in a box in the upper left of the screen.

- To dunk:
  1. Press **A** to begin running.
  2. When Jordan's foot steps on the green center portion of the Take-Off Gauge, press and hold **B** to leap.
  3. Release **B** to stuff the ball when the ball is on the rim.

**HINT:** Just before a player leaps, he "plants" his foot on the court. Time your plant for the green center portion of the Take-Off Gauge. When Jordan's foot hits it, jump. Release the ball just as it reaches the hoop.





A black arrow appears over the Take-Off Gauge at the point where Jordan left the ground. Use this as a reference for your next dunks. In other words, if you jumped too soon on your first dunk, jump a little later on your second.

If you miss the green part of the Take-Off Gauge you might still make the dunk. You just stand a better chance of bringing the house down if you begin your orbit from the best spot! And remember, you get more points for a great take-off.

If you miss the mark and the ball bounces off the rim you've probably released **B** too late. And if the ball just flies up in the air you've probably released **B** too soon.

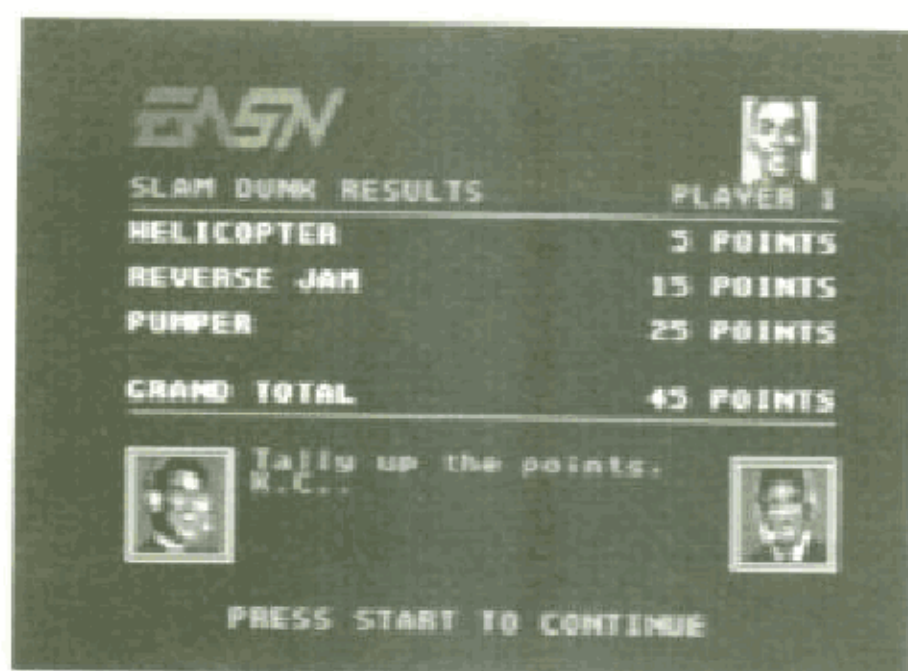
- To pause the game: Press **START** (If you're in midflight, hold **B** or else Jordan will release the ball when you resume the game.).
- To resume the game: Press **START**.

After each dunk the panel of five judges scores your performance.

Press **START** to dunk again.

Each judge awards up to ten points per slam, so it's possible to score 150 points for your three slam grand total.





### *EASN Dunk Results*

At the end of your three dunks, the **SLAM DUNK RESULTS** screen appears with the points allotted for each slam and the grand total.

- To exit the **SLAM DUNK RESULTS** screen, press **START**. The **OPTIONS** screen appears:

### ***The Evolution of Jordan's Dunk***

"I first dunked when I was 5 or 6—I dunked trash cans on my knees.

"In my neighborhood we had goals that were lower than 10 feet. If you could reach the basket then you could start getting the timing down—that's when creativity became a part of it. You get the timing down and it's not long before you start looking good.



“I was barely dunking in 9th grade and I wasn’t forcefully dunking until 11th. My first dunk was in a high school JV game and it was a mistake! I didn’t think I was high enough, but I found out that I was. I was actually going for a lay up. The guys called it ‘the baby dunk’. I couldn’t do it during practice. In the game situation the intensity was so high I was able to do it. I was happy about the dunk, but we still lost the game.

“How do I create the dunks I do? It’s sort of like the first one—it just happens when I’m in the air. I don’t know I can do it until I’ve done it. I create most of my dunks as I’m doing them in a game.

“When I dunk during a game, it’s usually when defense isn’t putting as much pressure on me. If the guy guarding me is playing off a little bit, then it makes it a lot easier to dunk the ball.”

## LARRY BIRD'S 3-POINT CONTEST



Even with talk about Larry Bird being the best all-around player in basketball history, it's hard to deny that the foundation of the legend has been built on his shooting accuracy. And No Man's Land is Larry Bird's domain. You can't win three NBA All-Star 3-Point Contests by tossing up duds from behind that intimidating barrier.

The **3-POINT CONTEST** lets you be Larry Bird doing what he does best. You have 60 seconds to shoot five balls from five bins—a total of 25 shots. Each shot is worth one point, except for the "money balls" which are worth two points each. The last ball in each bin is a money ball.

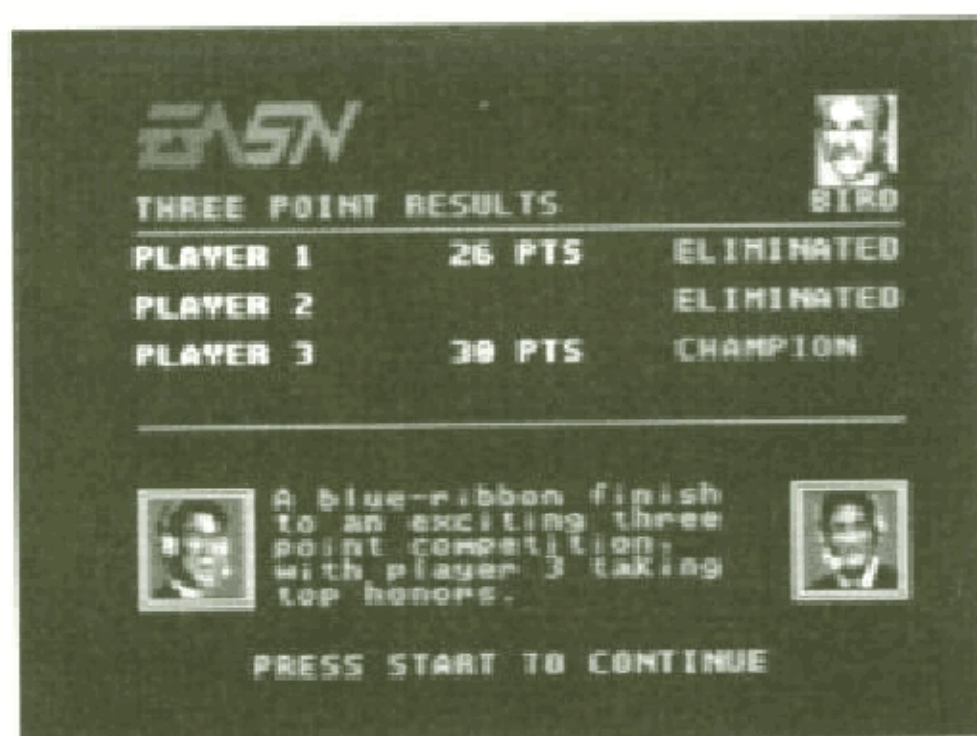




## 3-POINT OPTIONS

MUSIC: ON or OFF

**PLAYERS:** 1, 2, 3 or 4. Play alone or compete with friends. When you shoot with more than one player everyone uses the same controller (controller 1). After the first player shoots 25 balls the EASN commentators show the stats. Then the next player shoots. When every player has shot 25 balls the scores are tallied and the player with the lowest score is eliminated.



*EASN 3-Point Results*

If you are playing with more than two players, the remaining players go on to a second round, after which another player is eliminated. The rounds continue until a champion is determined.



## SHOOTING FROM BEYOND THE PERIMETER

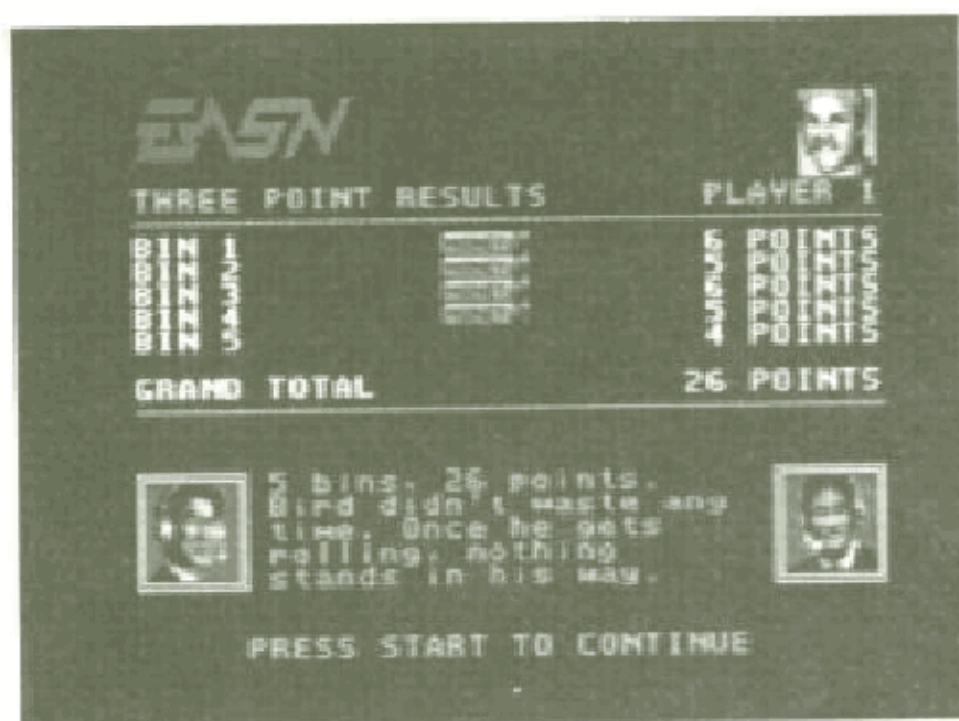


- After choosing **3-POINT CONTEST** from the **Options** menu, press **START**. When the EASN commentators are saying their piece, get ready to shoot. The clock is in the upper left of the screen; your current point total is in the upper right.
- To shoot:
  1. Press **A** to grab a ball from a bin.
  2. Press **B** to start the shot.
  3. Press **C** to release the ball.
- To pause the game: Press **START**.
- To resume the game: Press **START** again.

After you've shot five balls, you'll move on to the next bin. The clock won't wait for you, so keep shooting.

*“Basketball wasn't meant to be a profession. It was meant to be fun.”*

*—Larry Bird*



### *EASN Three Point Results*

When you've shot all of the balls, or when time expires, the **THREE POINT RESULTS** screen appears, showing your total points for each bin, from which spots you sunk money balls, and the grand total. A perfect score is 30.

**HINT:** The key to dead-eye three-point shooting is a quick pickup, a smooth shooting motion, and the light release of the ball at the top of the jump.

## **PLAYER CHARACTERISTICS**

The characters you see on the screen were created with the help of Larry Bird and Michael Jordan. If you follow Larry or Michael, you have an idea of how, when, and where they like to shoot. So does

Genesis. It knows the players' weak spots and sweet spots. Genesis knows the shooting percentages, both guarded and unguarded, for each player from every area of the court. How well you score depends on your timing; how effectively you're being guarded; whether you're playing Michael or Larry; from where you're shooting; and, of course, hot or cold streaks.

#### On Cold Streaks—

*Michael: "I shoot right through it. If you're not making shots, keep going. It'll come around."*

*Larry: "You shouldn't hesitate to shoot when you've gone cold. When you have one of those games when your shots won't fall, you can't stop shooting. When you're open for the best shot, shoot. It's the only way you can get your touch back."*

## **ON PRACTICE AND THE WINNING EDGE**

Larry: "Once I practiced enough to get down the fundamentals, I practiced to refine my skills so I could execute them without thinking. Once I refined my basic skills, I started to practice putting them together in effective combinations, like putting my shooting and dribbling together with fakes and moves to the basket."

Michael: "Larry likes to shoot quite a bit and I don't as much. I'm more of an instinctive player. I invent things as I go. When my feet leave the floor





on a shot, there's no plan after that. But that's not to say I don't practice. I like to count my games as practice; after all, I'm out there doing it.

I remember when I was trying out for varsity team in high school. I got cut and that made me mad. I swore the next year I'd make the team and make them wonder why they ever cut me. I worked real hard to make that goal."

Larry: "A winner doesn't concentrate on beating his opponent; he concentrates on performing to the limit of his potential. That's why a winner doesn't just want to win; he wants to do whatever he must to prepare himself physically and mentally to win. A winner doesn't just hope to win; he knows he will win."

Michael: "The more things you perfect, the more weapons you have. That's the object of one on one. My coach used to say, 'It's good to build your strengths, but it's better to perfect your weaknesses.'"

## **OFFENSIVE TIPS**

- Driving to the hoop takes patience. You don't want to commit before your opponent has given you an opening. If you back into him, rather than move laterally, you might be called for charging.
- When the defender comes in close and opens the lane, turn the corner (press A to turn your man), drive to the hoop, and lay it in or stuff it.





- To work the outside shot, jab left or right (quickly press and release the **D-Pad** left or right) to throw the defender off guard, then step back or to the side and air it out.
- Find the places on the court from which you are more comfortable shooting, then try to hit from those spots when the defender gives you an opening.
- Don't forget to follow the shot for a rebound. Try to slip by your opponent and box him out. Then come up with the loose ball or tip it in for the point.
- To go up for the rebound, press and release **B**.
- To tip the ball in: press and release **B**.

## **DEFENSIVE TIPS**

- Remember the first rule for one on one : Always play between your opponent and the hoop!
- Basically there are two schools of guarding an opponent: close and not so close. Each has its benefits and drawbacks.
- Play your opponent close and you'll take away his jump shot. Play him *too* close and he'll drive around you for the goal.



- Play him loose and you'll take away the lane. But play him *too* loose and he's open for the jumper.
- If the guy with the ball is driving or backing into you, hold your ground; you might draw a charging foul.

## PLAYER HISTORIES

### Larry Joe Bird

Born: December 7, 1956 at West Baden, Indiana.

Height: 6'9".

Weight: 220 lbs.

High School: Springs Valley, French Lick, Indiana.

Colleges: Indiana University, Bloomington, Indiana;

Indiana State University, Terre Haute, Indiana.

Drafted by Boston on first round as junior eligible, 1978 (6th pick).

It would be one thing to be a hot offensive player, hitting the three pointers, driving for those high percentage shots. It would be another to be a great defensive player, sticking to your man like gum on a hot sidewalk, denying openings with outrageous frequency. It would, yet again, be another thing to be a team player, passing the ball when you see the open man, setting up the plays that bring the team together. It would take Larry Bird to be all of this.

Bird has used each of his 12 years in the NBA to prove what an amazing all-around player he is. His successes run on like a Wall Street ticker tape: NBA Rookie of the Year, 1980... NBA All-Rookie Team,



1980...NBA All-Star Game MVP, 1982...NBA Most Valuable Player 1984-86...Named to All-NBA First Team, 1980-91...Member of NBA championship teams, 1981, 1984, 1986...NBA Play-off MVP, 1984, 1986...NBA play-off record for most points in one year, 1984...NBA all time three-point field goal leader...NBA All-Star 3-Point Contest Winner, 1988...and this is just a partial list.

### **Michael Jeffery Jordan**

Born: February 17, 1963 at Brooklyn, New York.

Height: 6'6".

Weight: 195 lbs.

High School: Lancy, Wilmington, North Carolina.

College: University of North Carolina, Chapel Hill, North Carolina.

Drafted by Chicago on first round as an undergraduate, 1984 (3rd pick).

The size 34 shorts two inches extra long. The single wristband midway up the left forearm. The pink tongue. Who else would these oddities belong to but a unique player whose "love of the game" clause lets him play basketball anytime he wants? From the day the North Carolina freshman hit the jump shot that clinched the NCAA championship, Jordan has never let up on the court.

He burst onto the professional scene seven years ago, and the NBA hasn't been the same since. In fact, no professional athlete has captured the attention of the nation like Michael Jordan. His innovative, almost





superhuman, style of play has made his name a household word and has placed him at the top of numerous lists—both for his record-breaking stats and in recognition of his all-around great play. Some of his accolades include: NBA Rookie of the Year, 1985... NBA All-Rookie Team, 1985...Led NBA in scoring, 1987, 1988, 1989, 1990, 1991...NBA All-Star MVP, 1988...First player to block over 100 shots and win the scoring title, 1988...Defensive Player of the Year, 1988...NBA Most Valuable Player, 1988, 1991...NBA All-Star Game Slam Dunk Champ 1988, 1989...led the Bulls to the NBA Championship, 1991...NBA Championship MVP, 1991.

### ***Credits***

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Programming: Michael Abbot

Art: Jay Zimmermann

Executive Producer: Don Traeger

Producer: Jim Rushing

Associate Producers: Jon Horsley & Happy Keller

Assistant Producer: Gerald McLane

Technical Director: Carl Mey

Sounds and Music: Michael Bartlow

Product Management: Karen Schulman

Package Design: E.J. Sarraille Design Group

Cover Photo: Nathaniel Butler, Courtesy of NBA Properties, Inc.

Documentation: J. Poolos

Documentation Layout: Emily Favors

Testing: Jeff Glazier & Randy Delucchi

Quality Assurance: David Costa

Special thanks to Walter Stein & Joe Tretnick.





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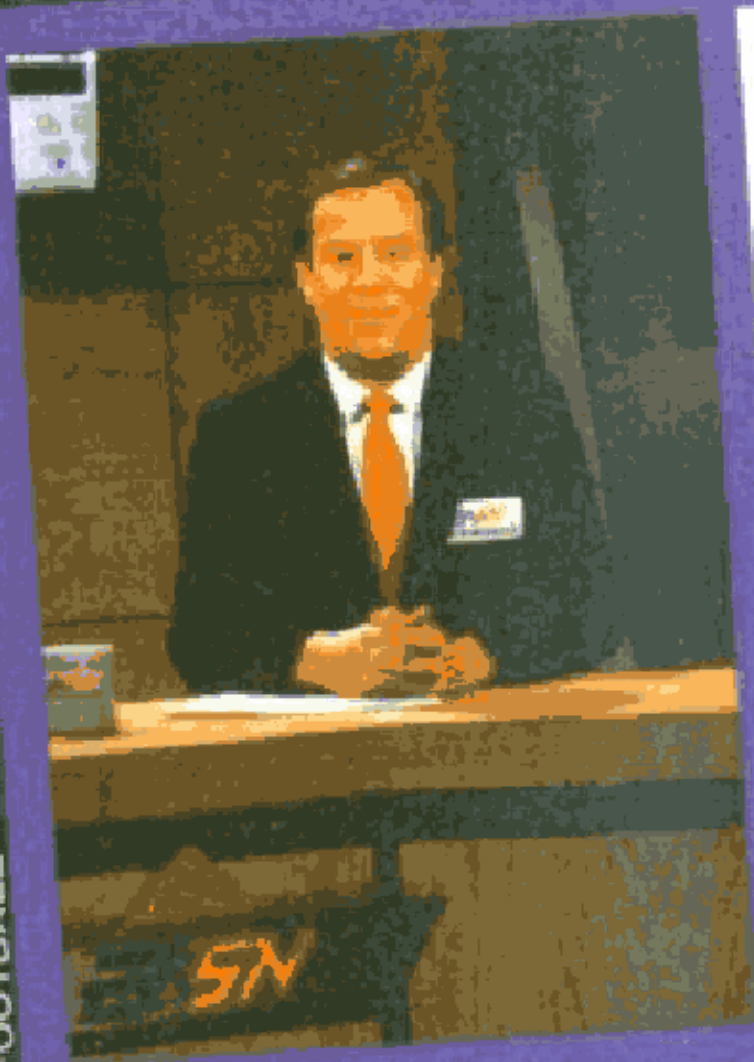
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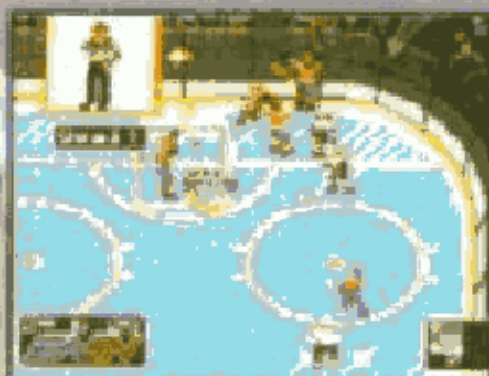


# PRESENTS



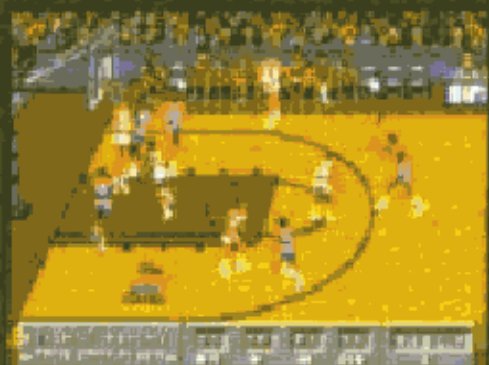
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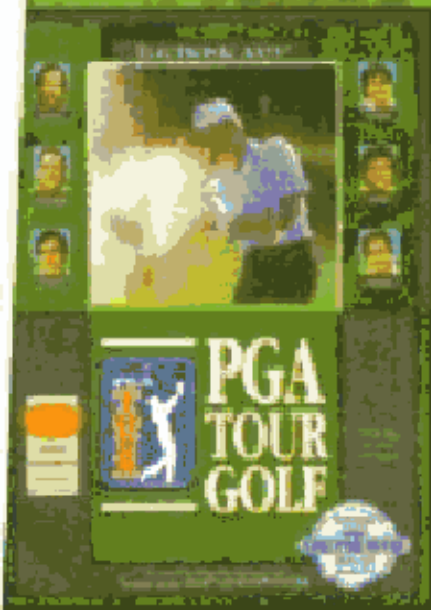
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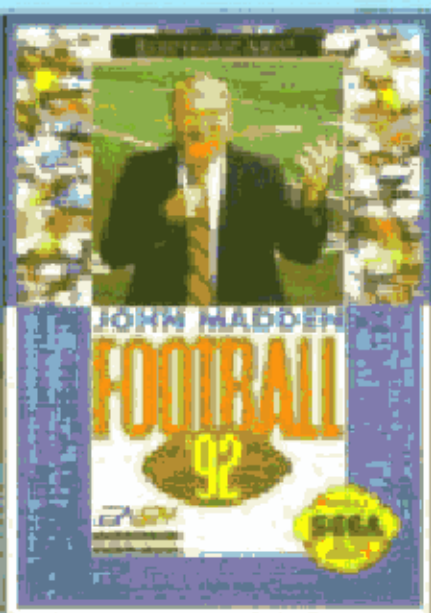
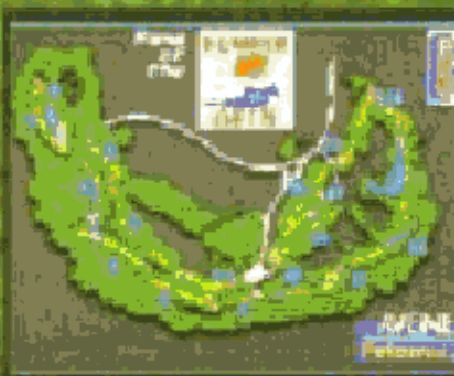


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