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| NBA - In the Zone |
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-> Game Controls <-

· Using the Controller

you can change the functions of each button in Option mode.

Offence	Button	Defense
Move Player	Directional button	Move player
Pause	Start button	Pause
change camera view during play	Select button	change camera view during play
Pass	X - Button	Intercept pass/Steal
Shoot/Rebound	[] - Button	Block shot/Jump
Select player to recieve ball/change your player	() - Button	Change your player
Select player to recieve ball	L1/R1 - Button	Change Defender
Spin, dribble behind the back, double clutch	/\ - Button	Defend

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-> Basic Moves <-
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DRIBBLE

Press the diretional button when your player has the ball to move and dribble.

THROW IN

Press the O, R1 or L1 button to select a player to recieve the ball, and press
the Pass button or Shoot button to throw it. If you don`t press either of
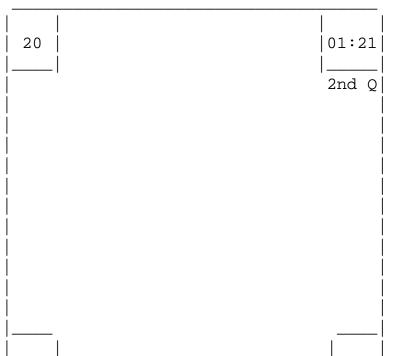these buttons within 5 seconds, your player will shoot automatically.

JUMP BALL (Game Start)

When the Ball is tossed in the air, press any one of the X, [], /\, or ()
buttons.   --

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-> Game Screen <-
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   Shoot clock                      Remaining game time and
   _____  quarter number
   |   |                             |     |
   | 20 |                            |01:21|
   |____|                            |_____|
   |                                  2nd Q|
   |                                 |
   |                                 |
   |                                 |
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   |____                         ____|
   |   |  |                       |   |  |
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```
   |  18|                          |   6|
   |____|_____|____|

  Home team score              Away team score
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-> Game Modes <-

Press the Start button at the Title screen to go to the Game Mode screen.
Press the Directional button up/down to select a mode, and press any one of
the [] , /\ , or () buttons to set.
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· PLAYOFFS AND FINALS

   (1-5 players vs. the computer)

A tournament style mode. Choose your favourite team, and try to make it
through the finals.

If you use another controller, you and a friend can join forces against
the computer. If you use a Multi-Tap and extra controllers, up to 5 people
can play together as a team against the computer.

· CONTINUE PLAYOFFS

Enter this mode to continue playing from a saved game data.

· EXHIBITION

(1-5 players vs. 1-5 players, or 1-5 players vs. the computer)

A one-game exhibition mode.

If you use extra controllers and the Multi-Tap, a group of players can play
in this mode. You can play either against the computer (up to 5 players in
total) or against one another as two teams (up to 8 players in total).

· OPTIONS

Enter this mode to change game settings.

· TEAM INTRODUCTIONS

Enter this mode to view a team`s player statistics.

· RECORDS

Enter this mode to restore up to three saved games (NBA In The Zone uses one
memory block) from a memory card.

-> OPTIONS <-

Controller assignment: At the Button Settings screen you can change the
function of each button on your controller. (You can also do this during
game play.)

1 quarter length: Set the length of time each quarter lasts, from 1 to 12
minutes. (You can also do this during game play.)

Camera mode: Set the camera view. Choose from sideline view, normal view,
and quarter view. (You can also do this during game play.)

Game level: Set the difficulty level of game, from 1 (easiest) to 5 (hardest).

Home advantage: Turn home advantage on or off.

Set number: Set the number of games that have to be won in the Playoff series.
Choose 1, 1, 1, 1 or 5, 7, 7, 7.

Sound: Select either stereo or mono sound.

BGM mode: select background sound to either MUSIC or AUDIENCE.

Voice: Turn voive on or off.

Volume: Adjust the volume of BGM and SE (sound effects).

Screen adjust: Mova game displays on screen up or down.
(You can also do this during game play.)

Load options: Load previously saved options.

Exit: Return to game start.

You can save changed Options settings if you wish.

-> STARTING UP <-

Once you`v chosen a game mode, you enter the mode and get ready to play.

Directional button: Select item

X button: Set/Move to next screen

() button: Cancel/Go back to previous screen

-> PLAYOFFS AND FINALS <-
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1. Move the ball to select "Home Team" or "Away Team" from the Team Select
screen. Press the Start button on each controller that the players are using.
Press the X button on one of the controllers to set.

2. The computer automatically selects the opposing team.

3. The jump ball takes place and the game begins.

4. At the end of each game the results are displayed.

5. You can save your game results if you have a Memory Card.

-> CONTINUE PLAYOFFS <-
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1. Press the Start button on each controller. Each player is represented on screen by a ball.

2. Move the ball to select "Home Team" or "Away Team" from the Team Select screen. Press the X button on one of the controllers to set.

3. The computer automatically selects the opposing team.

4. The jump ball takes place and the game begins.

5. At the end of each game the results are displayed.

6. You can save your game results if you have a Memory Card.

-> EXHIBITION <-
   ----

1. Press the Start button on each controller. Each player is represented on screen by a ball.

2. Select the memory card where your records are located.

3. Select the saved game you want to restore.

4. The jump ball takes place and the game begins.

5. At the end of each game the results are displayed.

-> NBA In The Zone RULES <-

This game is based on real NBA rules.

• GAME LENGTH

There are four quarters in the game, and the team with the highest overall score at the end of the game wins. The game goes into overtime if there is no winner at the end of four quarters. Overtime periods ontinue until there is a winner.

· SHOOTING

There are two basic kinds of shots: 3 point shots and 2 point shots.
3 point shots: Shots from behind the 3 point line (score 3 points).
2 point shots: Shots from inside the 3 point line (score 2 points).

· OUT OF BOUNDS

Out of bounds occurs when the ball goes outside the end line or side line.
The opposing team is then granted a throw in, and the game continues from
where the ball is thrown in.

· VIOLATIONS

If the offensive team doesn`t shoot within 24 seconds after gaining
possession of the ball, it is counted as a shot clock violation.
The defensive team then gains possession of the ball.

Shots that don`t at least hit the rim of the basket are not counted.

If the ball is not taken into the opposing team`s end of the court within
10 seconds, it is counted as a ten second violation. The opposing team
gains possession of the ball.

· FOULS

If a player forcibly blocks another player when he is shooting, it is
counted as a foul. The opposing team is then granted a free throw.

· FREE THROWS

If you are fouled when shooting, you are granted free throws. If your shot
goes in, you are granted on free throw. If your shot doesn`t go in, you are
granted two free throws if your original shot was a 2 point shot, and three
free throws if it was a 3 point shot.

-> USING THE MEMORY CARD <-

If you have a Memory Card, you can save and load the following types of
game data:

 · Option settings
 · Results of previous games

· Your tournament ranking in the Playoffs and Finals.

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Directional button right/left :     Select card

Directional button up/down :        Select save location

X , [] , /\ button :                Set/Move to next screen
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· LOADING DATA

1. Select CONTINUE PLAYOFFS from the Title screen

2. Select LOAD to display the names of the save locations with data in them.
   Choose the game you wish to load and set your selections.

3. Press the Start button to start playing from the loaded data.

· SAVING DATA

1. After the Game Over display, a message will appear asking whether you
   want to save the game.

2. Choose SAVE and save locations will appear. Choose the location in which
   you want to save your data.

3. If you choose a location in which data is already saved, the previous
   data will be erased.