

SEGA

SEGA
GENESIS



INSTRUCTION MANUAL


ARENA™

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

Warning:

To owners of projection televisions: 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.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

IS IT THE SHOES?!?



Go to the hole. Go strong. Deliver the facial. Show them your stuff. And your 360° rimrocker. And a Tarzan slam for good measure. You're on fire! This is the NBA®, and you're playing NBA® Jam™, the toughest two-on-two competition around and the only game in town!

Play with superstars from all 27 NBA® teams— from Ewing and Pippen in the East to Barkley and Robinson in the West— with veteran superstars like Malone and Parish to sensations like Mourning and Laettner— each with his own on-court personality and attributes. Play one-player, two players on the same side, two players against each other, or with the Team Player™ Multi-Player Adaptor, start a two-on-one or four-player game with your friends!

All the hard-hitting hardwood and “incredible dunks” of the arcade are here, complete with speech, record-keeping, seasonal play, and the half-time report, with new features like tag mode, making *not* playing NBA® Jam™ a very “bad decision.”



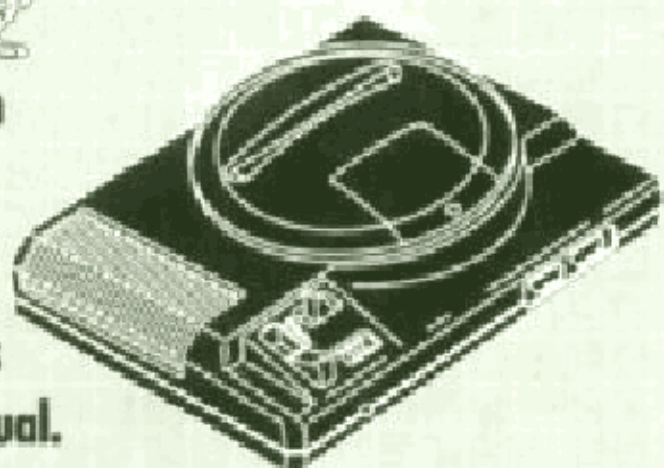
SETTING UP FOR THE JAM



1. Make sure the power switch on your Sega™ Genesis™ is OFF.

2. Insert the NBA® Jam™ Game Cartridge into your Genesis™ as described in its instruction manual.

If you would like to play a three or four-player game, plug in the Team Player™ Multi-Player Adaptor (sold separately) as described in its instruction manual at this time.



3. Turn the power switch on. You're ready to Jam.

When the title screen comes up, press the **START BUTTON**. You will be presented with three choices— **HEAD-TO-HEAD** (player vs. player), a **TEAM GAME** (2 players vs. computer) or set **OPTIONS**. If you are using the Team Player™ Multi-Player Adaptor, you will be presented with two choices— **START GAME** or set **OPTIONS**. Highlight your selection using the **D-BUTTON** and press the **START BUTTON**.

OPTIONS allows you to set certain game options. Press the **D-BUTTON** up and down to highlight the desired option and left or right to change it:



TIMER SPEED: Allows you to choose how fast the game clock will count down each quarter, from Very Slow to Very Fast.

DRONE DIFFICULTY: Allows you to select how smart your computer opponents are on a scale of 1 (low) to 5 (high).

TAG MODE: In a one-player or one human per team game, NBA[®] Jam[™], allows you to select how you wish to control your teammate.

OFF is the default. Like the arcade, you control one player the entire game, and the computer controls your teammate (unless a human player should "jump in" with his **START BUTTON**).

ON enables you to control both the movement and the ball handling of whichever player on your team has the ball. In other words, you pass off control when you pass off the ball. The "tag" occurs when your teammate gains possession, so if a pass is intercepted, you retain control of the player who passed.

COMPUTER ASSISTANCE: If a team falls far behind, this feature increases the odds that that team's shots will go in, ensuring a close and competitive game. If this feature is off, both players are given a "fair shake."

CONTROLLER CONFIGURATION: Allows each player to select which commands are associated with which buttons. Press the **D-BUTTON** left or right to cycle through the available combinations. The default configuration is as follows:



VIEW / DELETE RECORDS: Activating this option will take you to the record screen. NBA® Jam™ stores records and stats for up to 15 different players! Sometimes, however, you will want to make room for a new one. To erase a record, use the D-BUTTON to highlight the desired record and press the A BUTTON. You will then be asked to confirm whether you truly wish to delete this record. Press the A BUTTON to abort your deletion or the B + C BUTTONS to erase the record. Press the START BUTTON to return to the OPTIONS screen.

Pressing the START BUTTON will exit OPTIONS.

To begin playing NBA® Jam™, select either HEAD TO HEAD mode or TEAM GAME mode from either controller. There are 4 different player positions in NBA® Jam™. Player numbers 1 and 2 are teammates, and 3 and 4 oppose them on the other team. A TEAM GAME puts both players on the same team, making the person with controller 1 player 1, and the person with controller 2 player 2. HEAD TO HEAD mode puts the two human players on opposite teams. The person with controller 1 is still player 1, but the person with controller 2 is player 3. All players who wish to participate should then press START on their controllers.

If you are using the Team Player™ Multi-Player Adaptor, select START GAME. Select the controller letter corresponding to the player you wish to control— controller port 1 is player 1, A is 2, B is 3 and C is 4. Everyone who wishes to participate should then press START on their controllers.



AtariGuide

Whether you are using the Team Player™ Adaptor or not, you will then be asked if you wish to enter your initials for record-keeping. Use the D-BUTTON and the A, B, C or START BUTTON to choose. This decision affects all players; no player can enter initials if “no” is selected. If “yes” is selected, each player will then be asked to enter his/her initials. Use the D- BUTTON to move the cursor on top of the desired letter and press the A, B or C BUTTON to select. If the initials entered are one of the fifteen in NBA® Jam™’s memory, your record will be immediately recalled. NBA® Jam™’s record-keeping feature stores each player’s record, ranking, winning percent, the current streak and the teams defeated!

Next, players must choose their teams. Use the D-BUTTON to highlight the teams. Each team is composed of two NBA teammates, each with ratings in 4 categories: Speed, 3 Pointers, Dunks and Defense. A complete team-by-team listing of these stats appear on pages 18-25 of this manual. Pressing the A, B or C BUTTON switches which of the teammates your player controls. Press the START BUTTON when your selection is made.

If a game is already in progress, another player may “jump in” at any time, taking over control of one of the computer-controlled players by pressing the START BUTTON on their controller.

JAM RULES & CONTROLS



An NBA® Jam™ game is divided into 4 quarters of three minutes each. A game begins with a tip-off, as two players leap for the ball in order to gain control. Possession of the ball at the beginning of the second and fourth quarters goes to the home team (team two), and to the visiting team (team one) starting the third regardless of who wins the initial tip or who possesses the ball when the previous quarter ended.

The object of the game is to have outscored your opponents when the final buzzer sounds. There is a 24-second shot clock in effect. A basket counts for two points when it is shot from inside the three-point line, and three points when shot from behind it.

THREE-POINT
LINE



POSSESSION
INDICATOR

A defensive player can block a shot, but only when the ball is on the upward part of its arc. If it is touched by a defender on its downward flight, a goaltending call is made, and points are awarded whether or not the basket was going to go in. Once the ball touches the rim, however, it can be grabbed by any player, either offensive or defensive.



AtariGuide

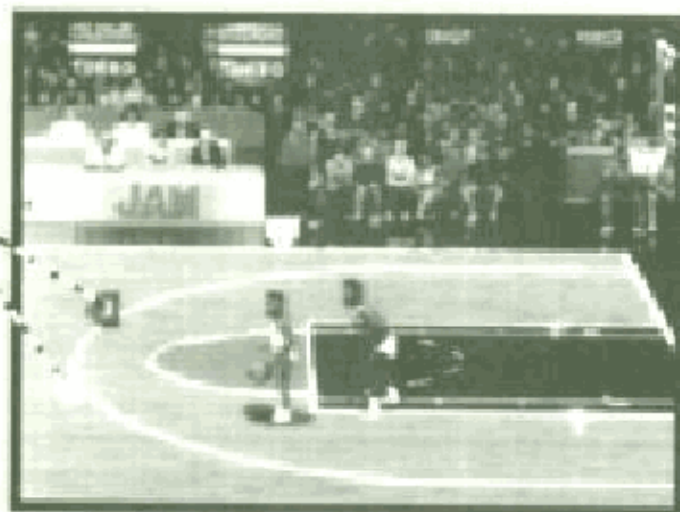
To make identifying the ball-handler easy, whenever a player has possession of the ball, an orange basketball indicator will appear behind his name at the top of the screen. If nobody has possession—the ball is in the air or has been knocked away, there is no indicator.

If a player scores three baskets in a row, he is “on fire!” During this time, he has unlimited turbo, and a much better chance of sinking shots from anywhere on the floor! Only one player can be “on fire” at a time. Being “on fire” lasts until the next opposing basket goes in, meaning that a teammate can score without disrupting the fire. Even if the opposing team cannot score, however, your fire will eventually go out by itself. The ball glows when the player on fire holds it and smokes when he shoots it!

Beyond those, there are very few rules to an NBA® Jam™ session. There are no fouls—no reaching in, no hacking, not even a pushing foul, so play strong and take no prisoners! The controls are as follows:

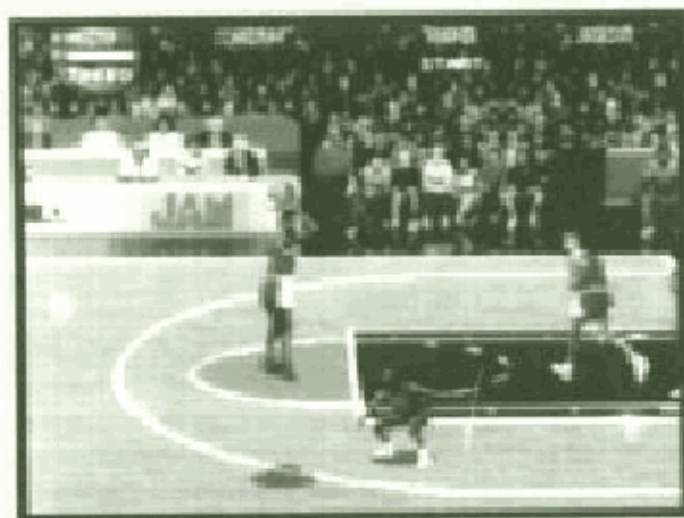
D-BUTTON: Moves your player up and down the court. When any player is off-screen, his position is marked by an arrow with his player number and color, the height of the arrow showing where he is vertically on the court, and distance from the edge showing how far off-screen he is.

**OFF-SCREEN
INDICATOR
ARROWS**



AtariGuide

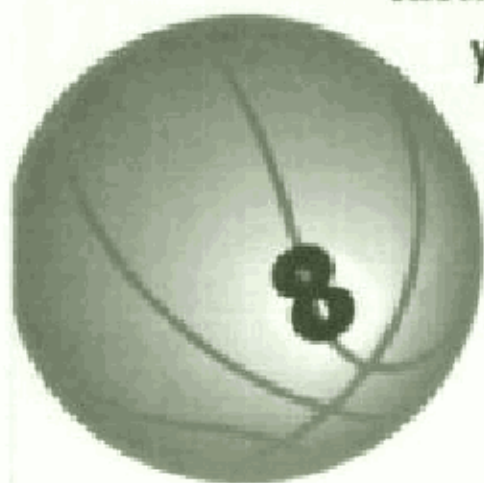




SHOOT/BLOCK: When your team has the ball, the SHOOT button will cause you (and on a one-human team, your computer teammate as well) to shoot for the basket. Your player releases the ball when you release the button. Releasing the ball at the apex of your leap gives your shot greater accuracy, but releasing it quickly or very slowly can often prevent a leaping defender from blocking or stealing the ball. Tapping SHOOT quickly executes a head-fake which may deke the defense out of its shoes, but it discontinues your dribble, so you must either pass or shoot the ball before you can move!

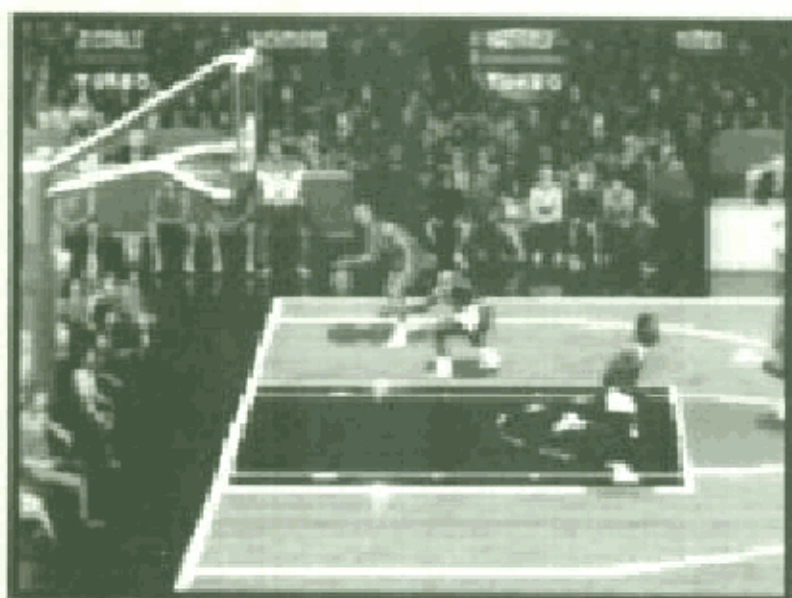


When your team does not have the ball, SHOOT/BLOCK causes your player to jump up for a block. Timing is crucial to denying the shot. Jump too early and the shooter can wait until you fall out of the way, jump too late and the shooter can shoot it over you! Many times your defender will get a piece of the ball without rejecting the shot completely. The ball will flash white whenever your defensive player makes contact with it.





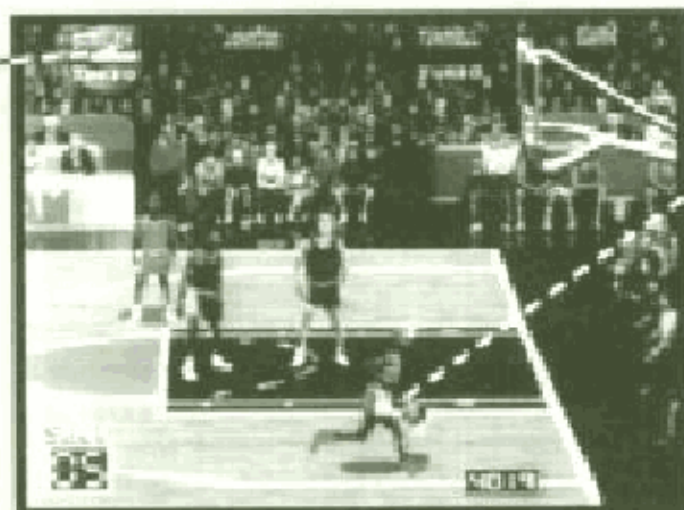
PASS/STEAL: When your team has the ball, the pass button will cause you (and on a one-human team, your computer teammate) to pass the ball to his teammate. But a passed ball is easily intercepted by a defender, so look before you pass!



When your team does not have the ball, tapping this button causes your player to swipe at the ball in the hopes of either stealing it or knocking it out of an opponent's hands.

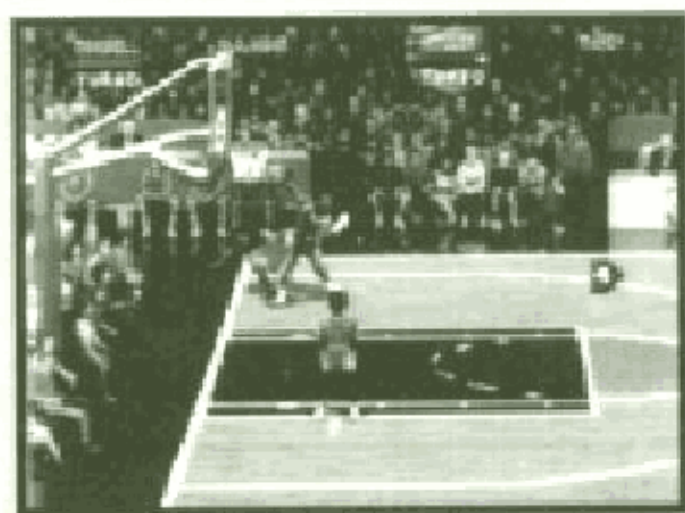
TURBO: TURBO causes your player to run faster than he normally would (determined by his attributes), whether on offense or defense, allowing you to blow by a defender, or to step around a pick and block a shot! Unfortunately, your player has only a limited amount of turbo power, indicated by the meter under your player's name.

TURBO METER

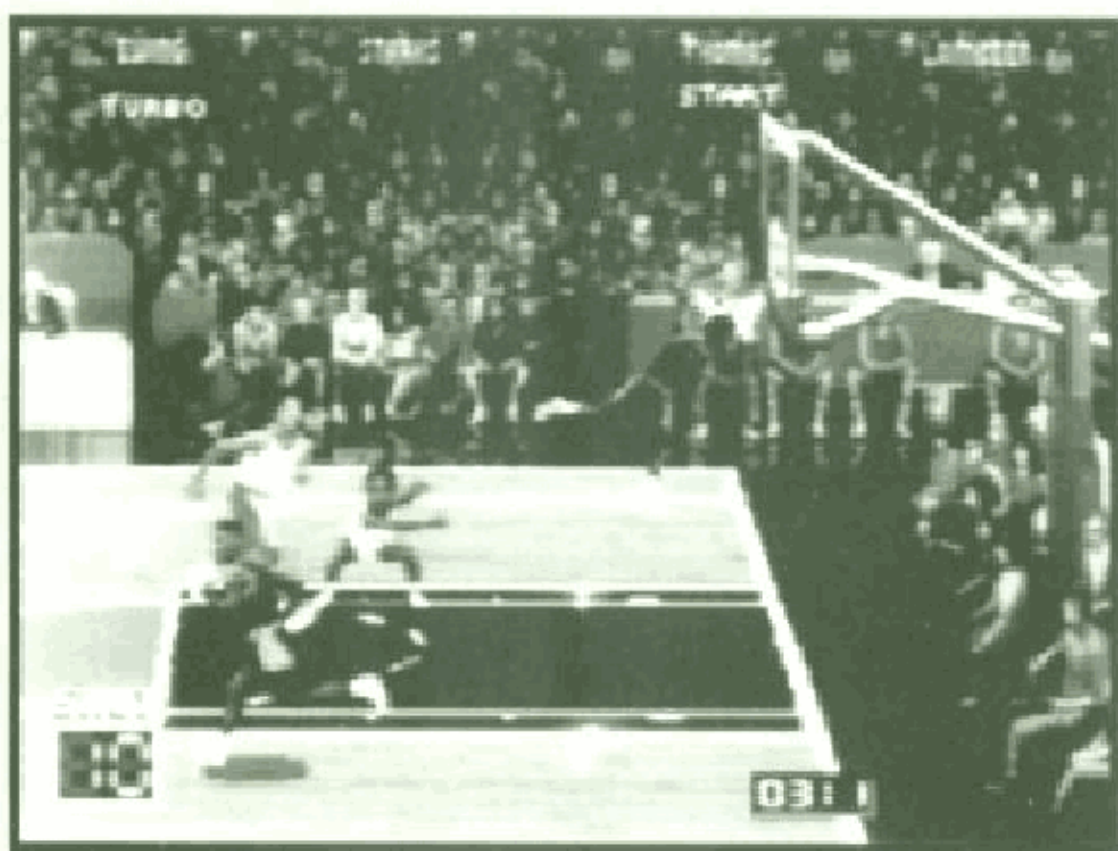


PLAYER USING TURBO

As you use it, the meter runs down, but when you release TURBO, it begins to regenerate. A player using Turbo can be spotted by his colored shoes! When a player is "on fire," he has unlimited turbo until his fire is put out, but to use the turbo, the button must still be held!



Tapping TURBO several times quickly causes your player to grab the ball and throw his elbows, a move which can often knock defenders away and give you a clean shot at the basket.



TURBO + SHOOT/BLOCK: When your player has the ball near the basket, pressing these two buttons causes you (and on a one-human team, your computer teammate) to go for the jam, slam-dunking the ball into the basket. There are many spectacular "Ultra-Jams" that can be executed, depending on a number of factors such as the players' dunking ability and position. Sometimes these rim-rockers will even shatter the backboard! Your player will only jam if he is moving, however, so be sure to drive towards the hole if you want to slam!

When your team doesn't have the ball, pressing these two buttons makes your player go for a super block, jumping higher than he ordinarily would!

TURBO + PASS/STEAL: Pressing these buttons will cause the ball-handler to execute a much faster and safer pass than the PASS button by itself. Often these will take the form of behind-the-back or bounce passes.





Pressing these buttons when your player doesn't have the ball makes your player shove. When the shove connects, it knocks a player down onto the floor, out of the way, or even into the stands. Be careful, because you can knock down your teammate too! Defensively the shove is a useful tool for stealing the ball, bringing down rebounds, and stopping "easy jams!" Offensively the shove is a good way to clear an area so a teammate has a clear shot at the basket.

START: START pauses or resumes a game.

Offensive Controls



Player has possession of the ball:
(Default Buttons are in Parentheses)

	TAP BUTTON	HOLD BUTTON	PRESS + TURBO
SHOOT/ BLOCK (A- BUTTON)	Head Fake	Jump Shot	Dunk
PASS/ STEAL (C- BUTTON)	Pass	Pass	Super- pass
TURBO (B- BUTTON)	Throw Elbows	Run Faster	



Defensive Controls

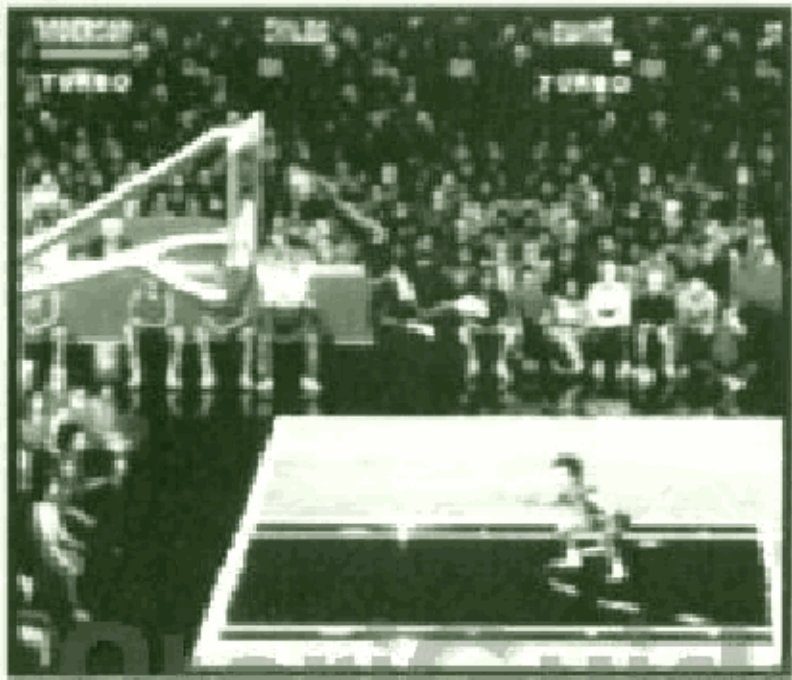
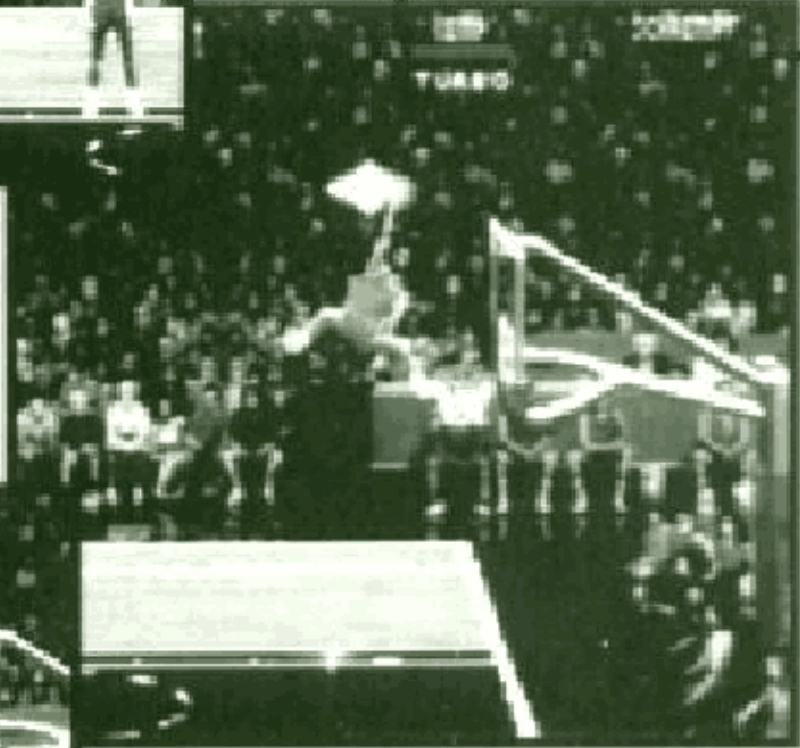
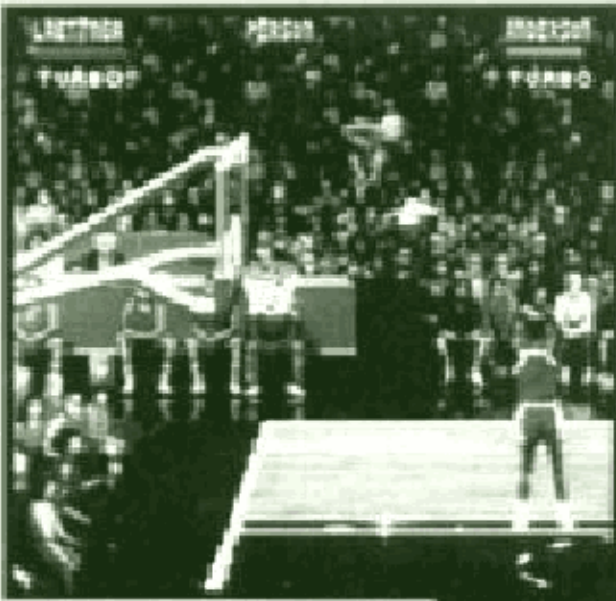


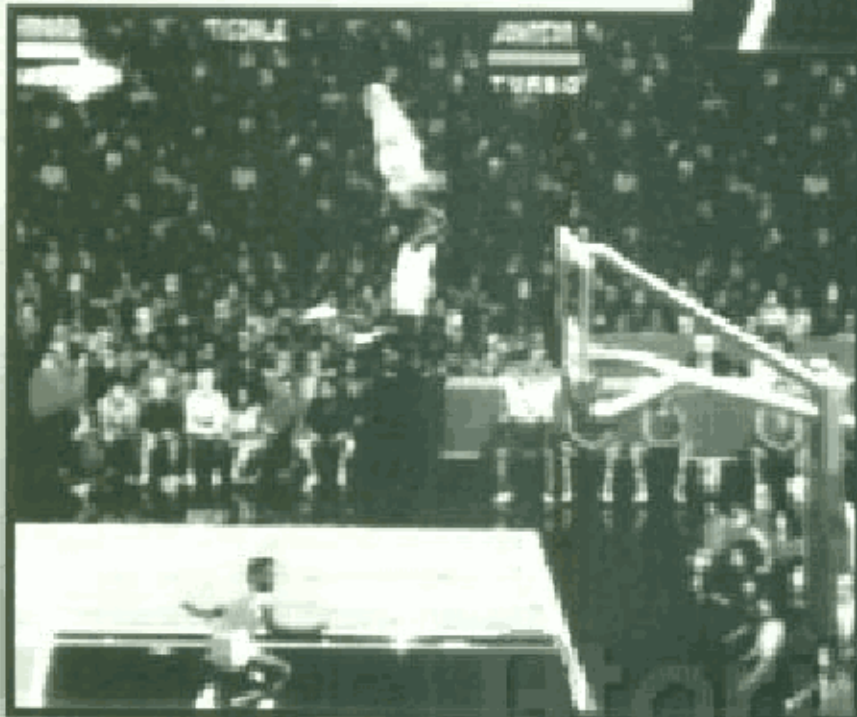
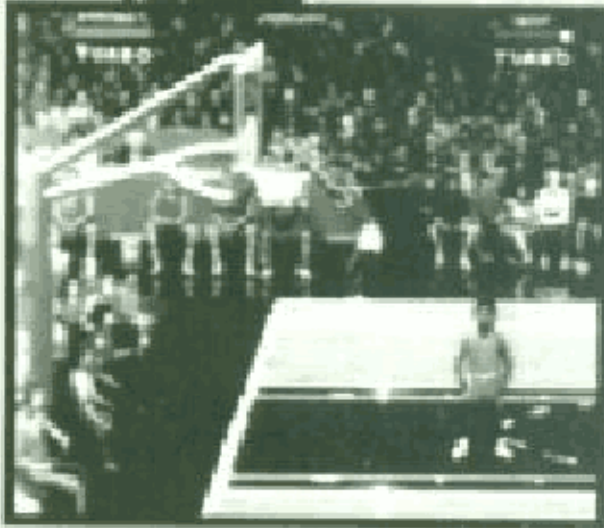
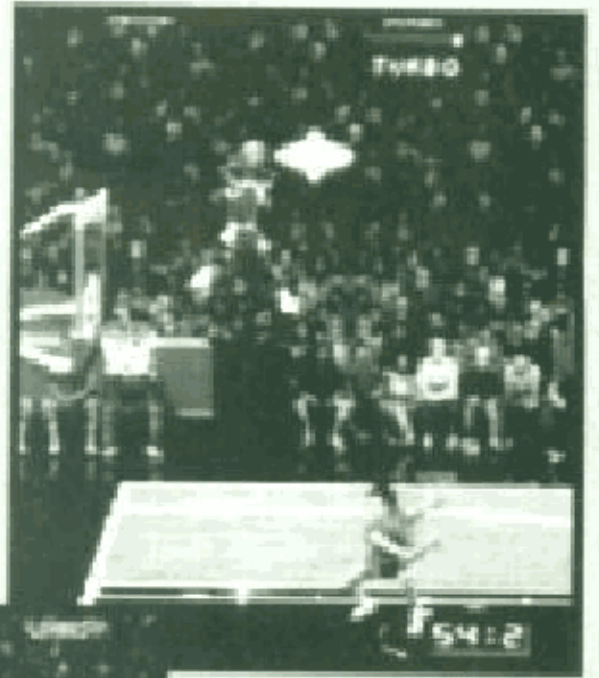
Player does not have possession of the ball:
(Default Buttons are in Parentheses)

	TAP BUTTON	HOLD BUTTON	PRESS + TURBO
SHOOT/ BLOCK (A- BUTTON)	Block	Block	Super- Block
PASS/ STEAL (C- BUTTON)	Steal	Steal	Shove
TURBO (B- BUTTON)		Run Faster	



JAMS





FLIGHT G

PLAYER ATTRIBUTES



ORLANDO MAGIC

NAME	SPEED	POINTS
SHAQUILLE O'NEAL	██████████	██████████
PENNY HARDAWAY	██████████	██████████
	3 PTRS	
	DUNKS	
	DEF.	

MIAMI HEAT

NAME	SPEED	POINTS
GRANT HILL	██████████	██████████
SHAQUILLE O'NEAL	██████████	██████████
	3 PTRS	
	DUNKS	
	DEF.	

NEW JERSEY NETS

NAME	SPEED	POINTS
GRANT HILL	██████████	██████████
JASON KIDD	██████████	██████████
	3 PTRS	
	DUNKS	
	DEF.	

EASTERN CONFERENCE
ATLANTIC DIVISION



Slam

NAME	SPEED	SHOTS
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____

Shots

NAME	SPEED	SHOTS
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____

6 Feet

NAME	SPEED	SHOTS
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____

Bullet

NAME	SPEED	SHOTS
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____

EASTERN CONFERENCE ATLANTIC DIVISION



PLAYER ATTRIBUTES



EASTERN CONFERENCE
CENTRAL DIVISION



ATLANTA HAWKS

WILKINS		ROBINSON
_____	SPEED	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____



DETROIT PISTONS

JACKSON		ROBINSON
_____	SPEED	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____



CHICAGO BULLS

PIPER		CAHILL
_____	SPEED	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____



PRICE	SPEED	MINORITY
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____

TOMMS	SPEED	LAMSON
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____

MILLER	SPEED	BOSEY
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____

LIMMS	SPEED	EMMS
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____

EASTERN CONFERENCE CENTRAL DIVISION



PLAYER ATTRIBUTES



	
	
EMPS	JOSM
_____	SPEED _____
_____	3 PTRS _____
_____	DUNKS _____
_____	DEF. _____

	
	
WYND	BLIS
_____	SPEED _____
_____	3 PTRS _____
_____	DUNKS _____
_____	DEF. _____

	
	
BLJND	EMMEL
_____	SPEED _____
_____	3 PTRS _____
_____	DUNKS _____
_____	DEF. _____

WESTERN CONFERENCE
MIDWEST DIVISION

22

AtariGuide



LATINA	SPEED	PIGON
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____



BRADY	SPEED	BLAY
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____



BLAKE	SPEED	STONER
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____

WESTERN CONFERENCE MIDWEST DIVISION



PLAYER ATTRIBUTES



WESTERN

NAME: _____ HT/WT: _____

SPEED: _____

3 PTRS: _____

DUNKS: _____

DEF.: _____

CLIPPERS

NAME: _____ HT/WT: _____

SPEED: _____

3 PTRS: _____

DUNKS: _____

DEF.: _____

LAKERS

NAME: _____ HT/WT: _____

SPEED: _____

3 PTRS: _____

DUNKS: _____

DEF.: _____


WESTERN CONFERENCE
PACIFIC DIVISION

24

AtariGuide



DALEY		JARON
_____	SPEED	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____



INDLER		POSTER
_____	SPEED	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____



_____		SCHEIDT
_____	SPEED	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____



TONALE		MCNAMON
_____	SPEED	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF.	_____

WESTERN CONFERENCE PACIFIC DIVISION

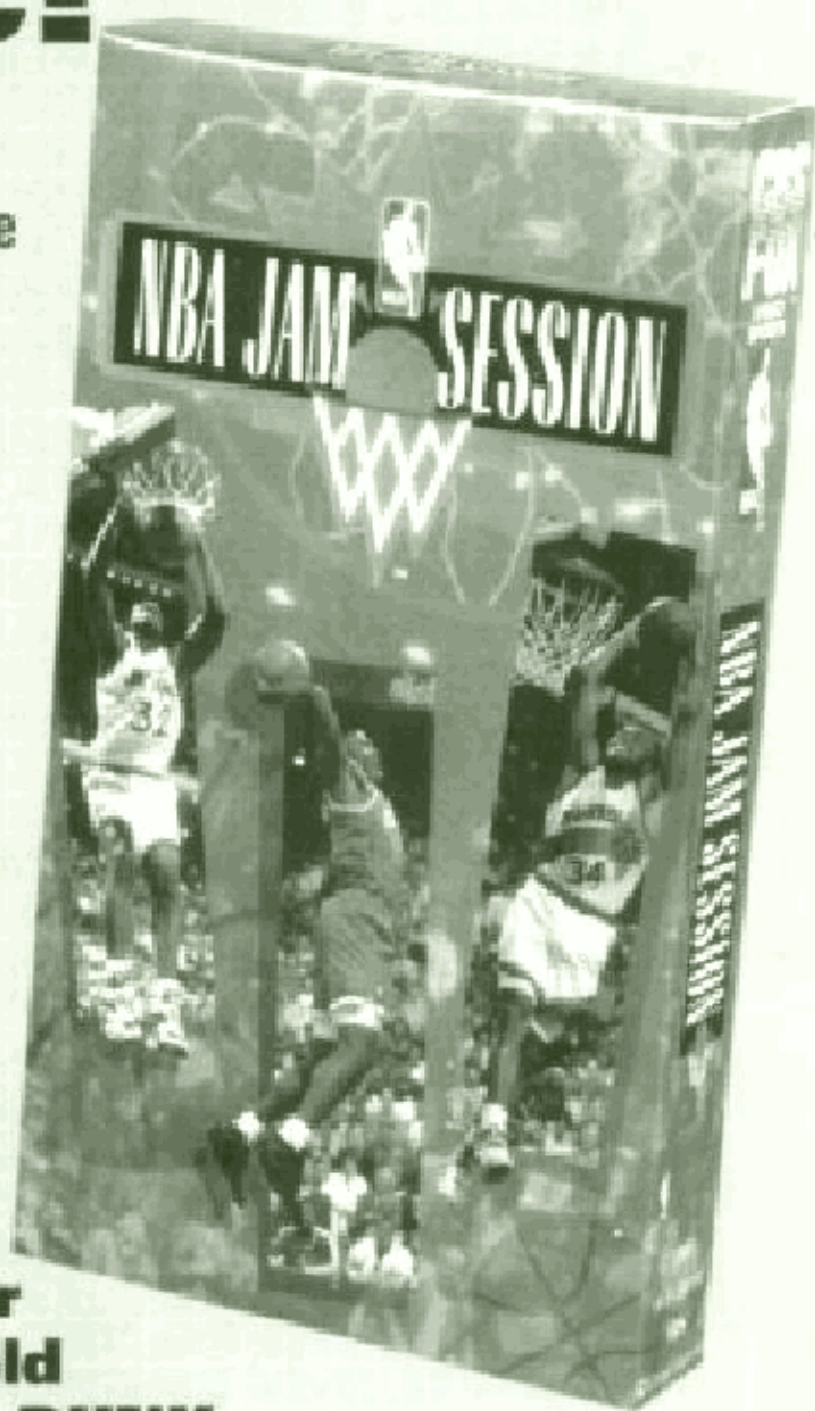


Today's Hottest NBA Players Jammin' To Today's Hottest Music!

Chart-topping hit music and spectacular NBA footage combine for the season's hottest mix in NBA Jam Session. Featuring MCA Records' top recording artists and the NBA's most thrilling superstars, NBA Jam Session showcases the talents of the league's greatest players, legends and rookie phenoms.

\$14.98* each

**Available wherever
NBA videos are sold
or call 1-800-NBA-DUNK.**



© 1993 NBA Entertainment Inc. * Suggested Retail Price
© 1994 The CBS/FOX Company. All Rights Reserved.
CBS™ is a trademark of CBS Inc. used under license.
FOX™ and FoxVideo and their logos are trademarks of
Twentieth Century Fox Film Corporation.

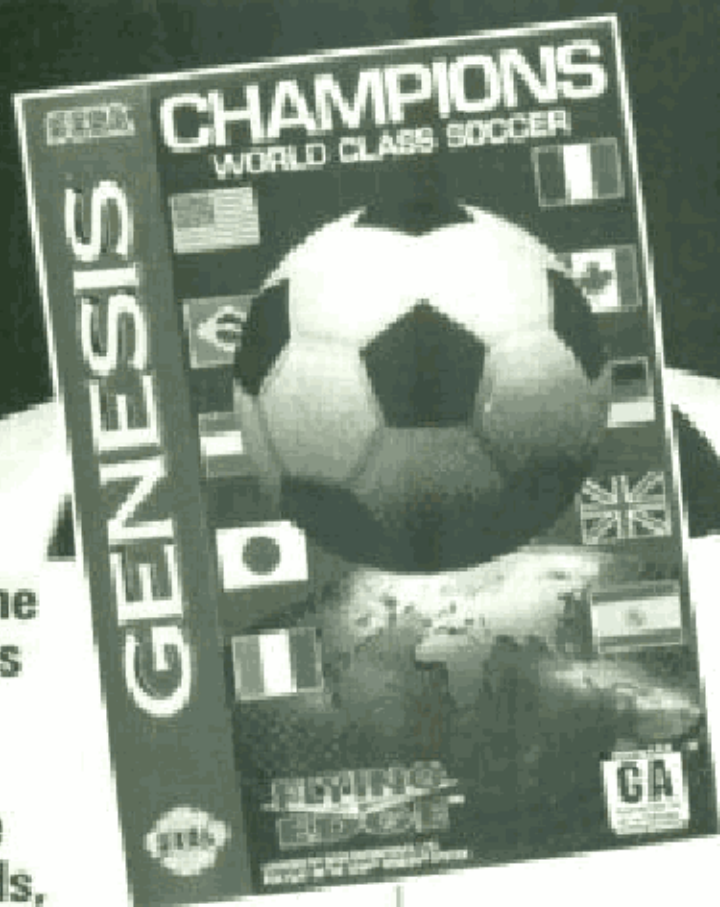


MCA



PlanGuide

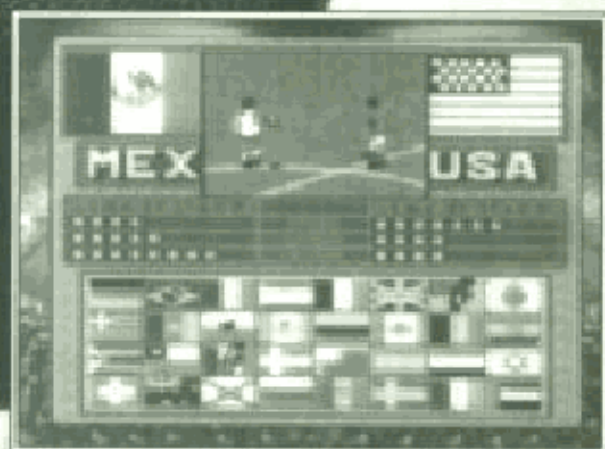
ALL THE HARD-CHARGING, FAST-SCORING ACTION OF THE WORLD'S MOST POPULAR SPORT!



- State of the art graphics and player control -- True-to-life kicks, heads, volleys, traps and more!

- 32 International teams - all the world's best!

- Language Select option allows you to choose English, French, German or Spanish during game play.



**FLYING
EDGE**

TrueGuide

Yo! Check This Out!

The Rhythm Of NBA Action Is Comin' Straight At You!



The Album With One Slammin' Jam After Another

Including Hot New Music From -

Bell Biv DeVoe, Heavy D, B. Brown Posse, Barrington Levy, IV Xample, Lost Tribe Of Buddah, Front Page, Wells, Wreckx-N-Effect and Vincent Bostic

On MCA CDs And Tapes

TIPPING OFF THIS FEBRUARY AT A RECORD STORE NEAR YOU!

MCA

© 1993 MCA Records, Inc.

StarGuide

ARENA LIMITED WARRANTY

ARENA warrants to the original purchaser only of this ARENA software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ARENA software program is sold "as is," without express or implied warranty of any kind, and Arena is not liable for any losses or damages of any kind resulting from use of this program. ARENA agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Arena software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Arena software product has arisen through abuse, unreasonable use, mistreatment or neglect. **THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ARENA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ARENA BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ARENA SOFTWARE PRODUCT.**

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

REPAIRS / SERVICE AFTER EXPIRATION OF WARRANTY - If your cartridge requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ARENA Hotline/Consumer Service Dept. (516) 624-9300

Marketed by Arena. Distributed by Acclaim Distribution, Inc.
71 Audrey Avenue, Oyster Bay, New York 11771

NBA® JAM™. Licensed from Midway Manufacturing Company. © 1994. All rights reserved. The NBA and NBA Team trademarks used herein are the exclusive property of NBA Properties, Inc. and the respective Member Teams and may not be reproduced in whole or in part without the written consent of NBA Properties, Inc. NBA JAM SESSION is trademarked and owned by NBA Properties, Inc. ARENA, Champions World Class Soccer and Flying Edge are trademarks of Acclaim Entertainment, Inc. TM & © 1993 Acclaim Entertainment, Inc. All rights reserved.

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending)

AtariGuide

TEAM PLAYER

Plug Into the Next Level and Double Your Competition!

NBA® Jam™ allows serious competitive game play for up to four players.

To Play NBA® Jam™ with up to three of your friends, you'll want Sega's new multi-player adaptor, Team Player™ for the Genesis. With Team Player, you and a buddy can challenge two more friends in intense NBA® Jam™, two on two action.

Team Player is available in stores in limited quantities. You can order Team Player through this special offer for \$29.99 plus shipping and handling, by calling 1-800-USA-SEGA.

Other exciting Team Player games are available. Team Player is the only multi-player adaptor that works with NBA® Jam™. Look for this logo to ensure Team Player compatibility.



Please allow 4-6 weeks for delivery.

Please note that not all 4-player games for the Genesis are compatible with Team Player by Sega. Sega, Genesis and Team Player are trademarks of SEGA. ©1994 Sega. All Rights Reserved.