

SEGA

GENESIS

DICK VITALE'S
"AWESOME, BABY!"
COLLEGE HOOPS



OFFICIAL
SEGA
SEAL OF
QUALITY



MANUFACTURED FOR PLAY ON
THE SEGA™ GENESIS™ SYSTEM.

**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 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.



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.

TABLE OF CONTENTS

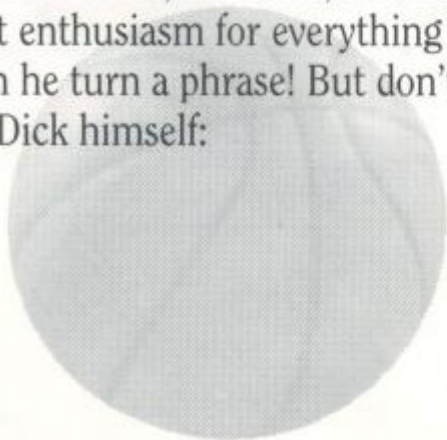
| | |
|----------------------|----|
| Introduction | 1 |
| Vitale Bio | 1 |
| Getting Started | 3 |
| Game Control | 4 |
| Player Controls | 4 |
| Game Options | 5 |
| Team Select | 11 |
| It's Showtime, Baby! | 15 |
| Infractions | 22 |
| Halftime | 24 |
| Overtime | 24 |
| Post Game Statistics | 25 |
| It's Tourney Time | 25 |
| Special Tips | 27 |
| Vitale's Glossary | 28 |

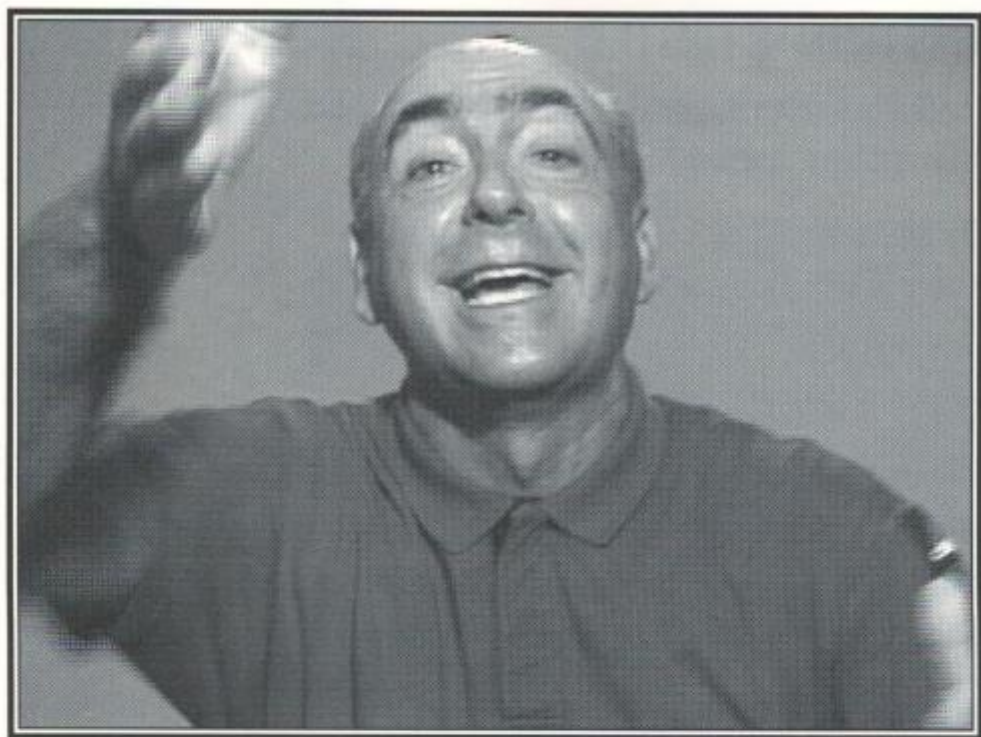
INTRODUCTION

Welcome to Dick Vitale's "AWESOME, BABY!" College Hoops. From monster 3 point shots to stadium shaking slam dunks, this game has it all! Not only that, we put you right in the game with the first, and only, "true-view" basketball game for your Sega Genesis! So lace up your high-tops and show us your stuff. Maybe, just maybe, you'll make Dick Vitale's list of "PTP'ER"s.

VITALE BIO

For those of you who don't recognize the name Dick Vitale, many in sports broadcasting say that if you watch college basketball at all, you should know "Dicky V". During a full season of college hoops, this former University of Detroit and former Detroit Pistons head coach does color commentary for up to 50 college basketball games on ESPN and more than a dozen for ABC. He does 3 interviews a day, an Indianapolis radio show, commercials, and promos for his three books and home videos such as *Time Out, Baby!* and *The Game of Life*. He has his own college hoops magazine and writes columns for *Basketball Times* and *Eastern Basketball*. Most of all, he's known as college basketball's most colorful, excitable, and non-stop talker with the greatest enthusiasm for everything and everyone. And, boy, can he turn a phrase! But don't take our word for it, here's Dick himself:





“Hi everybody, I’m Dick Vitale. And hey look at this, I’ve got my own College Hoops video game, and it’s AWESOME, BABY! Hey, are you serious? My own game! Hey, it’s big time; slam jam bammers! What makes my college hoops game better? Listen to this: I designed the plays, Baby! My own plays! I’m the coach! I also do the commentary. And lots of it! I’m not shy and introverted; you know that! Eat your heart out guys out there! This is real video hoops that put you in the game, Baby! I mean right on the court! It’s FANTASTIC!”

GETTING STARTED

1. Set up your Sega Genesis System as described in its instruction manual.

2. Make sure the power is off, then insert this cartridge into the Genesis console.

3. Turn the power switch on.
In a few moments the title screen appears.

4. Press the Start Button on the Genesis Control Pad to advance past the title sequence and begin play.

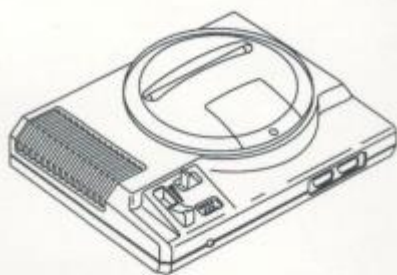
5. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on.

***Important:** Always make sure the power switch is turned off when inserting or removing your cartridge.*

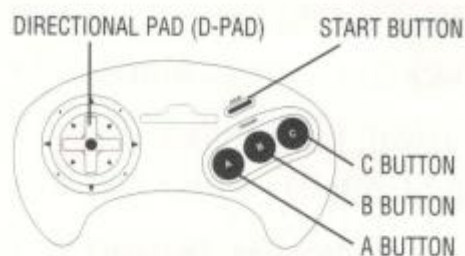
Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively with 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.

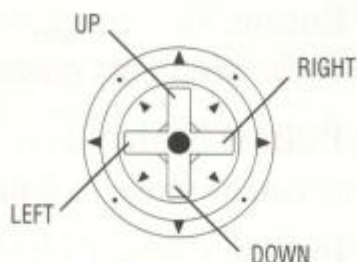
***Warning to owners of projection televisions:** Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.*



GAME CONTROL



This manual refers to the following directions:



PLAYER CONTROLS

Before you take to the court, familiarize yourself with the game's controls.

Note: X, Y, and Z Buttons apply to Sega's six button controller. A six button controller is recommended for the best game experience.

On Offense

- **D-Pad:** Moves player in any direction; also toggles between receivers during inbound. Up moves toward your basket...back moves away from it.
- **A Button:** Shoot the ball. Attempt to win the Tip-Off.
- **B or Y Button:** Switch offensive play.
- **C Button:** Pass the ball.
- **X or A+B:** Take a Special Shot, or make a Special Dunk (next to the basket), or do a layup (close to the basket).
- **Z or C+B:** Perform a Special Pass.
- **START:** Pause the game (Timeouts are available when a team has possession of the ball. See **Calling Timeout**, pg. 21, for details).

Note: Press A+B+C+START to reset the game.

On Defense

- **D-Pad:** Move player in any direction on the court. Up moves toward your opponent's basket...back moves away from it.
- **A Button:** Defend aggressively (steal, jump, block shots, or knock opponents down during Slamfest)
- **B Button:** Switch defensive play (in Slamfest, instruct teammate to move to a new area on the court).
- **C Button:** Change which man you defend with (Human controlled defense only).
- **X or A+B:** Force a Steal attempt.
- **Y or C+B:** Force a Jump Shot attempt.
- **Z or A+C:** Force a Foul.
- **START:** Pause the game.

Note: Press A+B+C+START to reset the game.

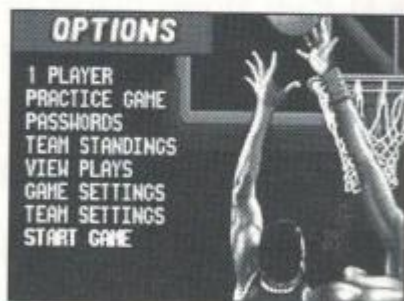
GAME OPTIONS

After power up, the Title Screen appears followed by a demo. Press **START** to exit the screens or demo and view the Game Options Screen. Press the **D-Pad Up** or **Down** to highlight one of the eight options, then press any button to toggle through the option selections or view an option screen.

The options are:

Number of Players

Choose a 1 or 2 Player competition game.



Game Types

Toggle through these three game types:

- **Practice Game** - Play a practice 5 on 5 game. Players do not fatigue in this mode.
- **Playoff Game** - Play a 5 on 5 tournament playoff game to get to the "Sweet 16". (See **It's Tourney Time**, pg. 25, for details).
- **2 on 2 Slamfest Game** - Play 2 on 2 no holds barred, no rules, slam-dunk competition.

Passwords

Following each Playoff Game, a password is generated. Write it down, then enter it the next time you power up. You'll return to where you left off, so you can resume the tournament with up-to-date stats and standings. If you win an entire tournament series, the Champion Screen will display a Super Team Password. Enter it to play against even tougher opponents. Press any button to view the Password Screen, then follow these steps to enter the password:

1. Use the **D-Pad** to highlight the letter or number you want.
2. Press any button to select it. Highlight and select the "left arrow" to back up and fix mistakes.
3. Repeat the process to enter the complete password.
4. Highlight and select Use New Password to accept the entered password and continue your tournament. (If you enter the wrong password, "Bad Password" will appear on-screen. Check the password and fix any mistakes).

Note: To erase the password in progress and start over, highlight and select "Clear". Select "Exit" to leave the Password Screen and cancel any password entries.

Team Standings

View a list of the game's 32 college powerhouse teams and their overall team rankings. This screen also lets you view the opening round matchups in the tournament. The teams on the left play the teams to their immediate right. (e.g. Arkansas #1 plays Minnesota #17 or Georgia #11 plays New Jersey #27). Press any button to return to the Game Options Screen.

View Plays

This option lets you view and select one of Vitale's (yes, his very own) 5 offensive and defensive formations available before and during the game. As you view each play, an on-screen description tells you how the play works. You can toggle between offensive and defensive plays by tapping the **D-Pad Up** or **Down**, then press the **D-Pad Left** or **Right** to view the plays. When you're finished reviewing your formations, press any button to return to the Game Options Screen.

Tip: Do your homework and study these plays. During the game, you can press the **B Button** to toggle through and change your offensive and defensive plays.

Game Settings

The Game Settings Screen displays nine options that let you customize your game's settings. Press the **D-Pad Up** or **Down** to highlight each option, then press any button to toggle through the option's selections. Some options can be selected by pressing the **D-Pad Left** or **Right**.



- **Music.** Toggle the game's music On or Off.
- **Speech.** Lets you decide how much exciting play-by-play commentary you'd like to hear during the game. You know Dick loves to talk, so let him have some fun!
- **Sound Test.** This option lets you cycle through and listen to Dick Vitale's game commentary and the various game sounds. Just press the **D-Pad Left** or **Right** to select a sound, then press the **C Button** to hear the selected sound.
- **Fouls.** Toggle the game's fouls On or Off. It's a rough game without fouls!
- **Graphic Detail.** Select the Low setting for less graphic detail and increased game speed. Select High to add greater color definition to the players.
- **Difficulty.** Select Easy, Medium, or Hard to adjust the computer team's ability to steal, block shots, break through defenses, and score.

Note: In 2 Player mode, the Difficulty option affects the intelligence of computer controlled players.

- **Play Speed.** Controls the game's overall speed. The slower the speed setting, the more control you'll have. Select higher speeds for greater difficulty and real-time arcade-like action. Slamfest is especially awesome at the higher speed settings. Speed it up! Dick loves that open court, fast breakin', high flyin' slam jammin', Baby!
- **Game Time.** Select 5, 10, 15, or 20 minute game halves.

Note: The longer a player plays in Tournament game time, the more he will fatigue and the more substitutions you'll need to make.

- **Return to Game Options.** Select this option to return to the Game Options Screen.

Team Settings

The Team Settings Screen displays six options that adjust your team's defense or customize its name and uniform color. Press the **D-Pad Up** or **Down** to highlight each option, then press any button or **Left/Right** on the **D-Pad** to toggle through the option's selections.

- **Autoswitch Home Defender.** Toggle On to make your Home team defense automatically switch control to the defender nearest the ball. The switch takes place when your currently controlled defender is off screen. Toggle Off to select your defender with the **C Button** during gameplay.
- **Autoswitch Visitor Defender.** Toggle On to make the Visitor team defense automatically switch control to the defender nearest the ball. The switch takes place when your currently controlled defender is off screen. Toggle Off to select your defender with the **C Button** during gameplay.
- **Home Human/CPU Defense.** Select Home Human Defense to control your team's defense manually, or select Home CPU Defense to let the computer control your defense for you. In CPU Defense mode, you can still "coach" the team by using the **B Button** to switch defensive plays.
- **Visitor Human/CPU Defense.** Select Visitor Human Defense to control your team's defense manually, or select Visitor CPU Defense to let the computer control your defense for you. In CPU Defense mode, you can still "coach" the team by using the **B Button** to switch defensive plays.
- **Customize Team Names.** Select this option to view the Team Selection Screen. It displays a map of the United States with one of the four basketball conferences highlighted.

DICK SAYS:

"This is an unbelievable fantasy for me. When you have your dreams and you have goals and you really have desire and dedication, a lot of beautiful things can happen in your life."



To select a state to customize:

1. Press the **D-Pad Up** or **Down** to access the four conferences.
2. When the conference you want is displayed, press **Left** or **Right** to highlight the state you want.
3. Press any button to select the state and view the Team Name Screen. It displays the team's current name and a list of letters and the five options used to enter a new name.

To enter a new team name and change your uniform color:

1. Press the **D-Pad Up**, **Down**, **Left**, or **Right** to highlight the first letter of the new name, then press any button to enter it. Highlight and select **Space** to create a space between words, select the left arrow to backup and fix mistakes, or select **Clear** to erase all entered letters and start over.
 2. Repeat the process until the new name is complete.
 3. Press the **C Button** to cycle through the ten available uniform colors displayed in the upper right portion of the screen. When all changes are complete, select **Use New Name** to accept the new name and/or uniform colors and return to the Team Settings Screen. Select **Exit** to return to the Team Settings Screen without changing the name.
- **Return to Game Options.** Select this option to return to the Game Options Screen.

Start the Game

Once you've made your changes on all option screens, highlight "Start Game", "Start Tournament" or "Start Slamfest" and press any button to go to the Team Select Screen. Let's Rock 'n' Roll, Baby!

Note: The "Start" option changes based on the Game Type you select.

TEAM SELECT

This screen displays a map of the United States with one of the four basketball conferences highlighted in purple and a selected team in yellow. Here are the four conferences and the state teams within them:



Atlantic Conference

| | |
|---------------|---------------|
| New York | New Jersey |
| Massachusetts | West Virginia |
| Connecticut | Virginia |
| Pennsylvania | Washington DC |

Midwest Conference

| | |
|-----------|----------|
| Minnesota | Indiana |
| Wisconsin | Ohio |
| Michigan | Missouri |
| Illinois | Kentucky |

Gulf Conference

| | |
|----------------|-----------|
| Texas | Louisiana |
| Arkansas | Alabama |
| Tennessee | Georgia |
| North Carolina | Florida |

Pacific Conference

| | |
|------------|------------|
| California | Kansas |
| Nevada | Arizona |
| Utah | New Mexico |
| Nebraska | Oklahoma |

DICK SAYS:

"I learned in my life to define winning very simply: Winning is the ability of an individual in pursuit of any goal or dream to do their best."



To select the Home Team:

1. Press the **D-Pad Up** or **Down** to cycle through the four conferences.
2. When the conference you want is highlighted, press **Left** or **Right** to highlight the state.
3. Press any button to select the Home team. The screen will then prompt you to select the Visitor's Team.
4. Repeat the process to select the Visitor's team.

Team Roster Screens

The Home and Visitor Team Roster Screens let you view each player's statistics, monitor his condition, and do player substitutions. The screen displays the team's name and each player's name, jersey number, position, statistics, and condition.

| NO CAROLINA | | | | | Use A to swap |
|------------------|-----|------|------|-----------|-----------------|
| Name | PPG | 3PG | RPG | Condition | Use B for stats |
| WANE DERBIL | 3 | 16.2 | 11.8 | 100% | RESTED |
| ANDREWS | 1 | 13.2 | 0.9 | 10.0 | RESTED |
| LACRYATAM | 10 | 9.7 | 0.8 | 7.8 | RESTED |
| DARAY | 11 | 10.5 | 1.2 | 7.1 | RESTED |
| LIDBERG | 9 | 8.5 | 1.2 | 5.5 | RESTED |
| Beach | PPG | 3PG | RPG | Condition | |
| TUCKER | 27 | 10.2 | 0.3 | 3.3 | RESTED |
| BECKER | 23 | 9.7 | 0.4 | 3.1 | RESTED |
| POLICE | 24 | 6.1 | 1.1 | 4.1 | RESTED |
| VITENOS | 55 | 5.8 | 1.2 | 1.9 | RESTED |
| BACHMAN | 2 | 7.7 | 1.1 | 2.2 | RESTED |
| LAWLOS | 54 | 6.8 | 1.5 | 0.9 | RESTED |
| HOME TEAM ROSTER | | | | | |

• **Player Positions.** Each player has a designated position. Here are the position abbreviations and their meaning:

C: Center

G: Guard

PG: Point Guard

OG: Outside Guard

F: Forward

PF: Power Forward

• **Player Statistics.** These statistics determine the strengths and weaknesses of the players. The higher the number is, the better. Strong rebounders play more aggressively and make more steals, so use these numbers to decide which type of offensive and defensive players you want on the court. Here are the categories:

PPG: Points per game.

3PG: 3 point field goals per game

RPG: Rebounds per game

Statistics are kept track of as you play a game. Press the **B Button** to view the following:

Pts: Points during a game

Reb: Rebounds during a game

Fouls: Fouls during a game

• **Players' Condition.** As a tournament game is played, players get fatigued. The longer the game goes on, the more substitutions you need to make to keep your players fresh. As fatigued players sit on the bench, they rest and regain their strength. Here are the conditions:

Rested: "Put me in coach!"

Warm: "I'm OK. I wanna Play!"

Tired: "Take me out, coach."

Worn Out: "Please, take me out. Where am I?"

Ejected: "I'm outta the game?!"

• **Player Substitutions.** Keep a close eye on the condition of your skyscraper centers and your sweet shooters. They'll play hard until you take them out of the game for some

DICK SAYS:

"Okay, okay. Right away I'll admit it, I'm a kid in a candy store, a junkie, an out-and-out addict when it comes to basketball. I live and breathe the game."



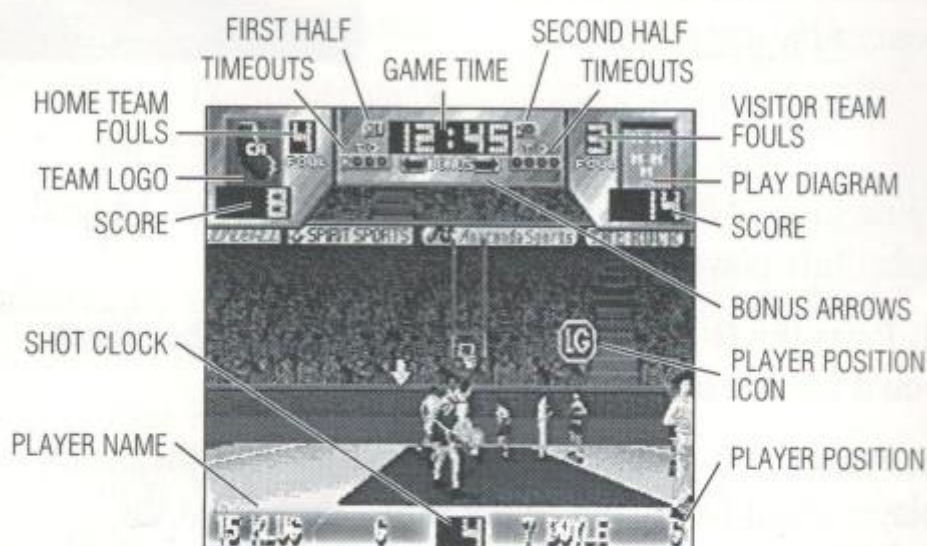
"pine time". Here's how to set your starting line-up (and substitute players during the game):

1. Press the **D-Pad Up** or **Down** to highlight the player you'd like to substitute.
2. Press the **D-Pad Left** or **Right** to highlight the bench player you'd like to put in the game, then press the **A Button**. The players will swap places.
3. Repeat the process for other substitutions, then press **START** to view the Visiting Team Players' Statistics Screen. (If you're making substitutions during a timeout or halftime, you'll return to the Timeout Screen or the Halftime Screen.)
4. Press **START** again to go down to the court for the opening tip-off.

*Note: If you're making substitutions due to a forced ejection called by the referee, you must substitute the ejected player with a player from the bench to continue the game. If too many players on one team have been ejected, that team will forfeit the game (see **Player Fouls**, pg. 23).*

“IT’S SHOWTIME, BABY!”

Are you ready to be the Maestro Man? Let’s see some Slam Jam Bam, Baby! Before you begin your game, familiarize yourself with the following game information.



The Scoreboard

The game’s scoreboard is located directly above the court as you play. It displays the game time, game halves, Timeouts (T.O.), Bonus Arrows, Team Fouls, Score, and team logos. It also displays a diagram of each available offensive and defensive play available when you switch plays. (See screen above for the location of each item on the scoreboard.)

- **Game Time.** The game’s selected time (5, 10, 15, and 20 minutes) is counted down as the game progresses. The clock only stops for fouls, free throws, called timeouts, shot clock violations, and when the ball goes out-of-bounds.
- **Game Halves.** The lights next to the numbers representing both game halves illuminate red when a half is in progress or completed.

- **Timeouts (T.O.).** Each team is given four timeouts for each game half, and two for each overtime. When you use a timeout, one of the four timeout lights illuminates red. Keep track of your available timeouts. You may need them during “crunch time.” (See **Calling Timeout**, pg. 21, for details.)
- **Bonus Arrows.** These arrows light up and point away from the team that is “over the limit” with 7 fouls or more (see **Fouls**, pg. 23, for details) and toward the team who will receive bonus free throws when fouled. If both teams are over the limit, both arrows will illuminate.
- **Team Fouls.** Each time a team is called for a foul, the number of fouls called against that team is accumulated. (See **Team Fouls**, pg. 23, for details.)

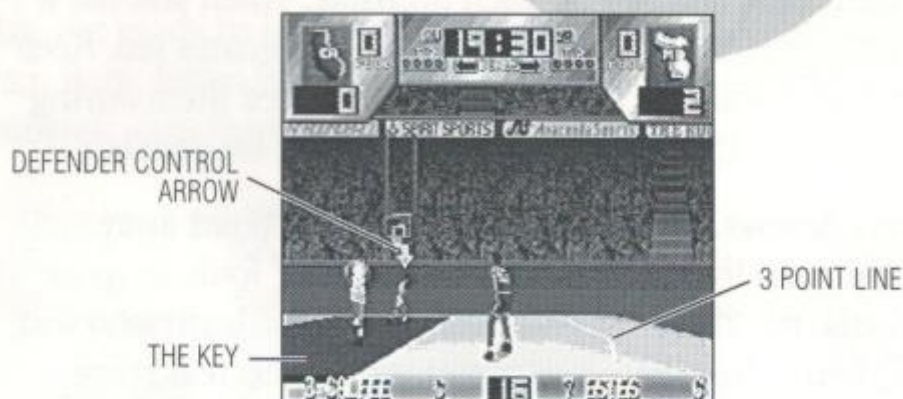
Note: At halftime, Team Fouls and Bonus Arrows reset to zero and accumulate again during the second half.

- **Score.** The score is displayed below each team’s logo.
- **Team Logos.** The logo shown is the state’s shape and the team’s uniform color. The team displayed on the left is the Home team, and the team on the right is the Away Team.

The Tip-Off

Here we go! Don’t be a Dow Joneser; be a PTP’ER! At the opening tip-off, the referee holds the ball between the two players. In one player mode, the player you control will have an arrow above his head. In 2 player mode, both players will have arrows above their heads. Each player’s arrow will match the color of his uniform and state logo displayed on the scoreboard. To win the opening tip-off, wait for the referee to toss the ball straight up then press the **A Button** repeatedly to jump and tip the ball to a teammate.

Controlling Players



When a player gains possession of the ball, the screen rotates directly behind that player. As you move the player, the dribble is automatic. On defense, the player you control has an arrow above his head. The arrow's color is the same as your player's uniform and state logo. When the CPU controls the defense, there are no arrows. On offense or defense, your controlled player's number, name, and position appear at the bottom right or left portion of the screen (The position is the same side as your team logo).

Passing

The player with possession of the ball has the option to dribble and penetrate to the hoop, or pass to an open teammate. To pass to a teammate, use your **D-Pad** to direct your pass, then press the **C Button**. Passes will target teammates in front of you first. If no player is there, you'll pass to the next closest player, even if he's off-screen. To help you keep track of your players' offensive movements, an icon showing their position appears briefly over the head of the player ready to receive the pass. (Remember, if you try to squeeze the pass between defenders, you'll risk a turnover. That's a rookie mistake! Don't make it!)

DICK SAYS:

"Basketball, especially at the college level, is just a happier event than any other sport: more vibrant, more colorful, more exciting."

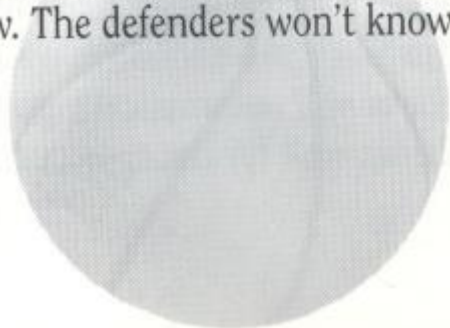
**Switching Plays**

During the game, press the **B Button** repeatedly to cycle through offensive or defensive plays. When you make a play change, the team logo will be replaced by a graphic diagram of the play selected. When playing offense, you'll select offensive plays, and on defense, you'll select defensive plays. When you see the play you want, stop pressing the **B Button**. The players will automatically move to their new positions. The last selected play will be carried through the game unless you change it again.

*Note: In the 2 on 2 Slamfest mode, you cannot switch plays. In this mode, the **B Button** is used to instruct your teammate to move to another area on the court.*

The Slam Jam Bam, Baby!

So you want to hear the crowd roar with an in-your-face slam dunk! Just get the ball to an open player under or running toward the net, then press the **A, X, or A+B Button**. He'll execute the reverse slam, the tomahawk jam, or the 360 dunkeroo to name just a few. The defenders won't know what hit 'em, Baby!



“The Trifecta” (Three Pointer)

A player that sinks a shot taken from “downtown”, behind the three point line, is awarded three points. Getting three points is great, but the shot’s percentage is low. Make sure you’re ready for a long rebound. It could give the opponent an opportunity for a fast break.

Rebounding

So you want to be a big time “glass eater” or a “Windex man”? When a shot is taken by either team, an arrow will appear above the head of the player you control under the basket. Press the **C Button** to switch control to another player or press the **A Button** to jump for the rebound. When the CPU controls the defense, no control arrow appears when the opposing team shoots the ball. Sweep the glass, Baby!

The Shot Clock

Each time there’s a change of possession following any rebound, defensive foul, or a shot that did not score, the shot clock resets to 35 seconds. The team that has possession of the ball has 35 seconds to shoot the ball. If a team fails to shoot within that time, a shot clock violation is called and the ball is turned over to the other team. (See screen display, pg. 15, for the location of the Shot Clock.)

Free Throws

These are key, Baby! You gotta hit ‘em! You’ll be called upon to shoot the free throw(s) when a 7th team foul is called against the opposing team or when you’re fouled while in the process of shooting. When a foul is called, the fouled player will automatically go to the line. To shoot a free throw, wait for the re-occurring white box, located over the

basket, to shrink into the basket. Press the **A Button** when the box completely enters the basket to increase your odds of making it. Here are the game's free throw situations:

- **Basket Counts plus the Foul.** When a player is fouled while attempting a shot, and the shot scores, the player is awarded the two or three point basket plus one foul shot. This may result in a 3 or 4 point play.
- **The 1 and 1.** If a player is fouled while not shooting the ball, and the fouling team is "over the limit" (more than 6 and less than 10 team fouls), the fouled player goes to the free throw line. He must sink the first free throw in order to attempt the second free throw. If he misses the first free throw, the ball may be rebounded by either team.
- **Two Shots.** When a player is fouled in the act of shooting inside the three point line, and the shot misses, the player is awarded two shots at the foul line. When a player is fouled while not shooting the ball, and the fouling team is "over the limit" (10 or more team fouls), the player is awarded two shots at the foul line. If he misses the second shot, in either situation, the ball may be rebounded by either team.
- **Three Shots.** If a player is fouled when shooting from beyond the three point line, and the shot misses, he'll receive three shots. If he misses the third free throw, the ball may be rebounded by either team.

Note: Fouls called away from the basket, when an opposing player is not shooting, result in a non-shooting foul. The fouled team then inbounds the ball from mid-court.



PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this game, please call a **Time Warner Interactive game counselor** at **(408) 433-3999** Monday through Friday from **8:30AM—5:00PM Pacific Time.**



TIME WARNER
INTERACTIVE

675 Sycamore Drive
Milpitas, CA 95035

SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.

DICK VITALE'S "AWESOME, BABY!;" COLLEGE HOOPS.
TM & ©1994 Time Warner Interactive, Inc. All rights reserved.

PRINTED IN U.S.A.