

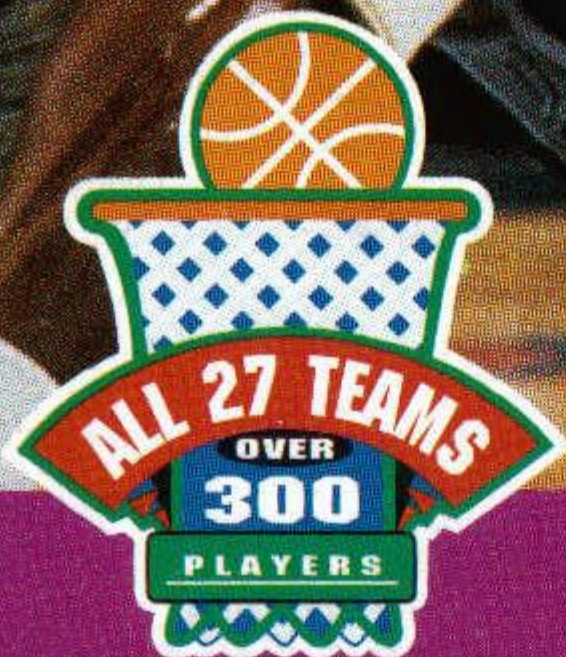
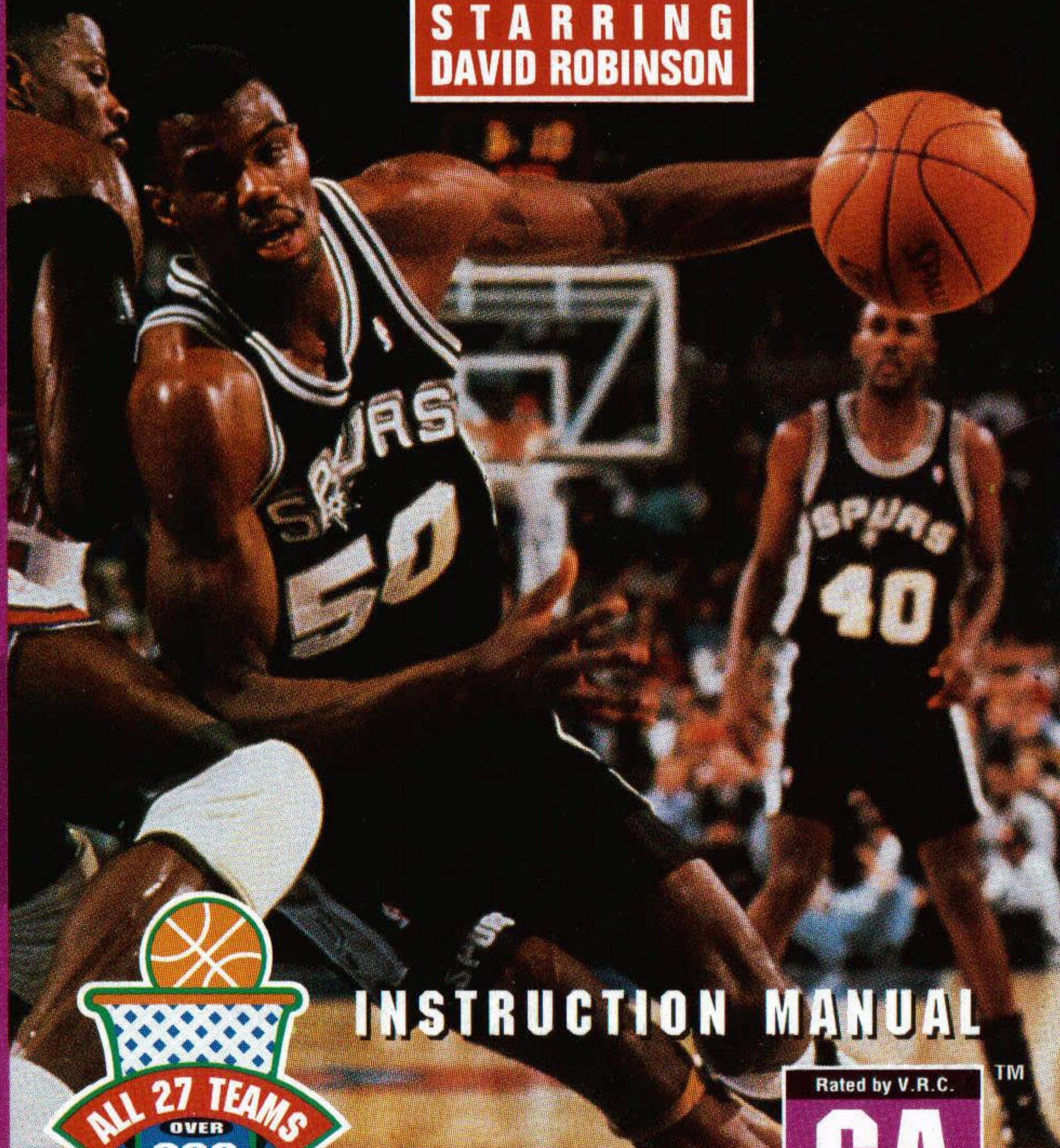
GAME GEAR™



# NBA ACTION™

SEGA™  
SPORTS

STARRING  
DAVID ROBINSON



INSTRUCTION MANUAL

SEGA™

Rated by V.R.C.™

**GA**

Appropriate for  
all audiences.

General Audiences



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## EPILEPSY 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 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.**

## HANDLING YOUR CARTRIDGE

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

## SEGA'S GAMEPLAY HOTLINE

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**1-415-591-PLAY**

**WE USE RECYCLED PAPER.**

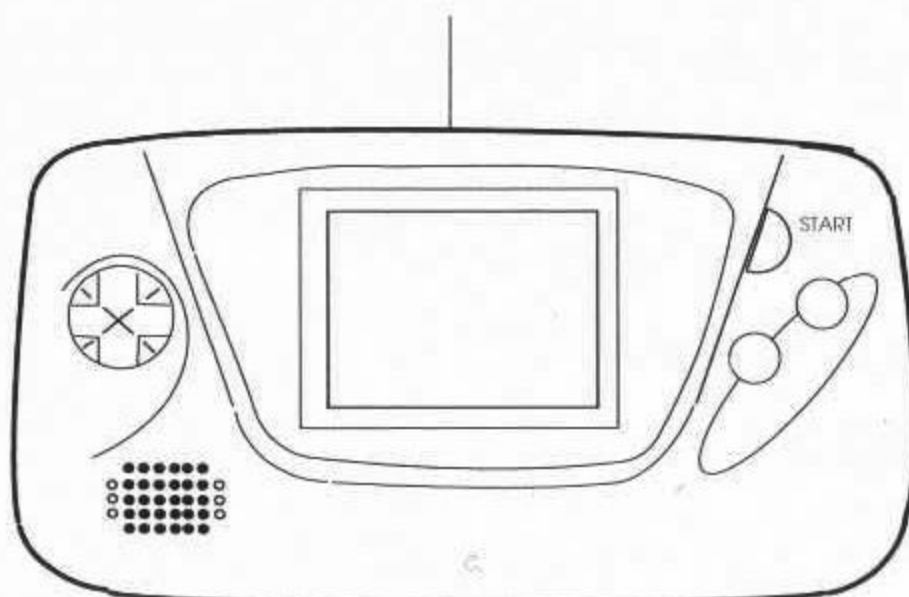
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## STARTING UP

### *Insert Sega Cartridge*



1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.
2. Make sure the power switch is OFF. Then insert the *NBA Action* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *NBA Action* Title Screen will appear.
4. If the Title Screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and cartridge is properly inserted. Then turn the power switch ON again.

*Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.*

*Note: NBA Action is for 1 or 2 players.*



# FIRE UP FOR FIVE-ON-FIVE ACTION!



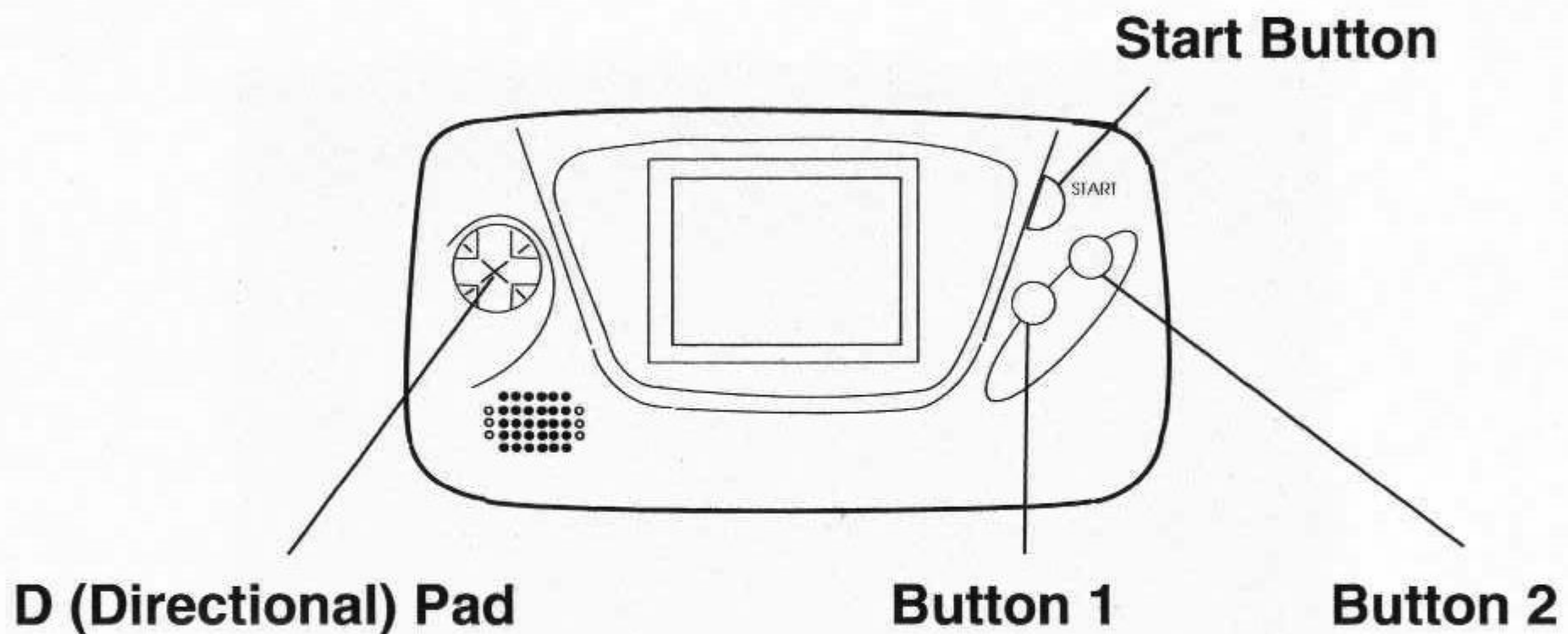
*NBA Action™* starring David Robinson is first to deliver full court five-on-five action for the Sega Game Gear!

David Robinson shuts down the lane for a mighty block. Larry Johnson takes it to the hole for a monster jam. Chris Mullin pops from downtown. Plus other NBA stars like Scotty Pippen, Patrick Ewing and Shawn Kemp -- it doesn't get any tougher than this!

Match up with all 27 NBA teams, featuring team rosters and real player attributes. Shooting, dunking ability, speed, stamina, defense — just like the giants of the NBA!

Play through an entire season. Along the way, keep track of the action with complete standings and game statistics. Then crank up the heat for high-flying playoff action!

# TAKE CONTROL!



## D-Pad

- Controls selected player

## Start Button

- Enters selections on all game setup screens
- Exits game setup screens

## Button 1

### **Offense:**

- Passes ball

### **Defense:**

- Changes controlled man
- When pressed together with Button 2, makes steal attempt
- When held down, makes player commit intentional foul

## Button 2

### **Offense:**

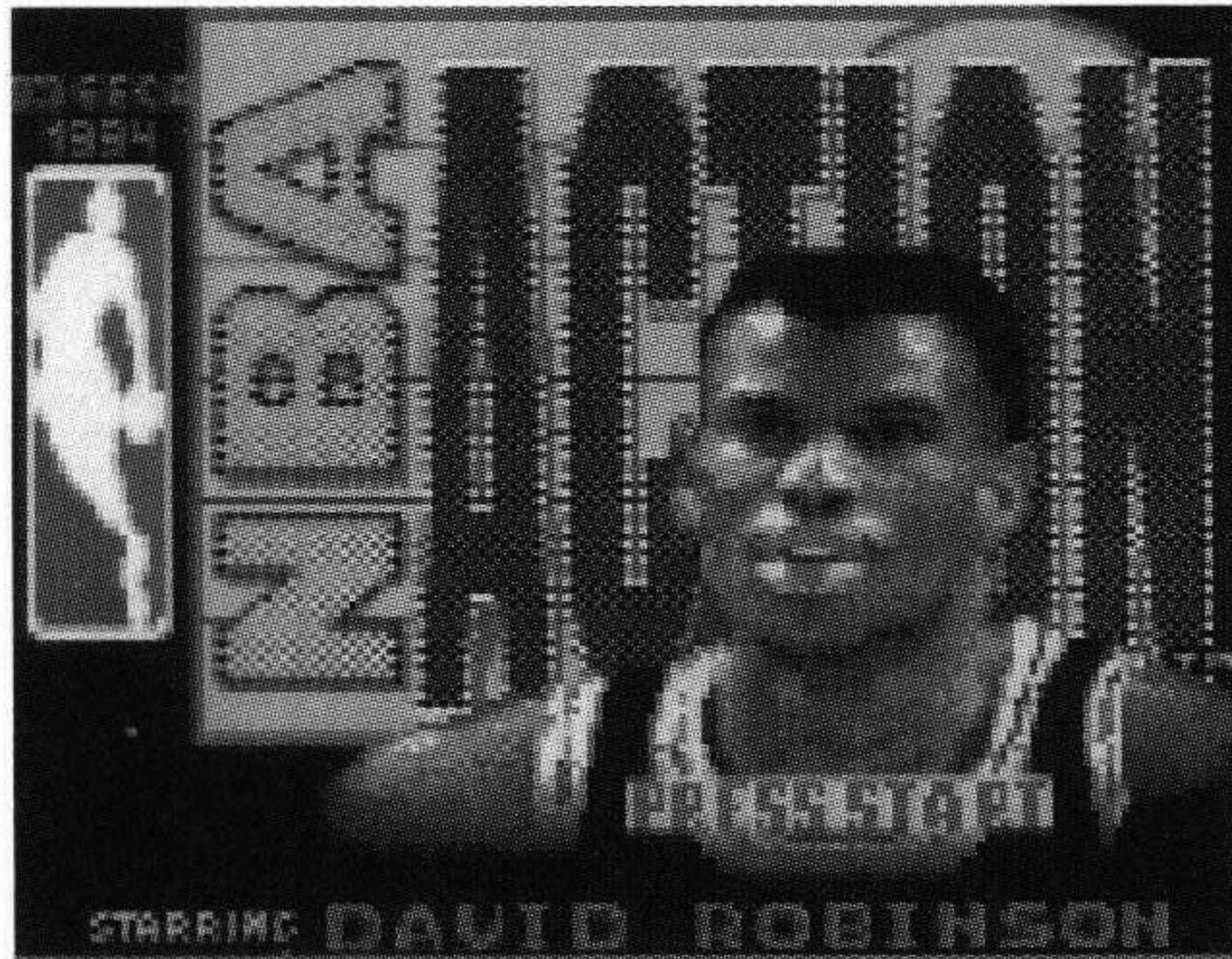
- Makes player shoot from the field
- Shoots free throws

### **Defense:**

- Makes defensive player jump or block shot
- Selects players to be substituted
- Calls timeout from Pause Screen

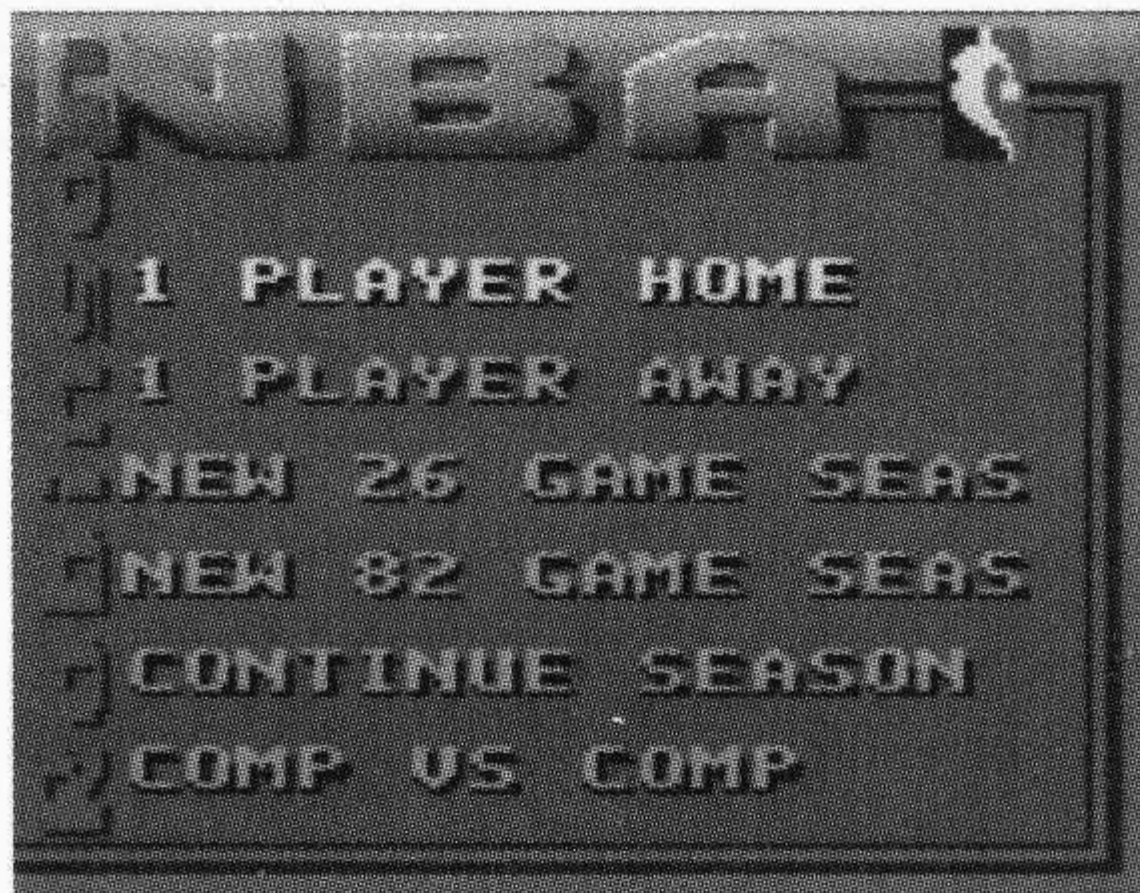


## ***NBA ACTION* TITLE SCREEN**



When you start the game you'll see a brief introduction followed by the *NBA Action* Title Screen. Press Start to advance to the Main Menu. If you don't press Start after a few seconds, you'll see a preview of *NBA Action*. Press Start at any time to reset the game and return to the Title Screen.

## MAIN MENU



On the Main Menu, use the D-Pad to choose from the following selections:

- 1 Player Home
- 1 Player Away
- New 26-Game Season
- New 82-Game Season
- Continue season
- Comp vs. Comp — Exhibition game

**PRESS START TO ADVANCE TO THE TEAM SELECT SCREEN.**



## GEAR-TO-GEAR ACTION



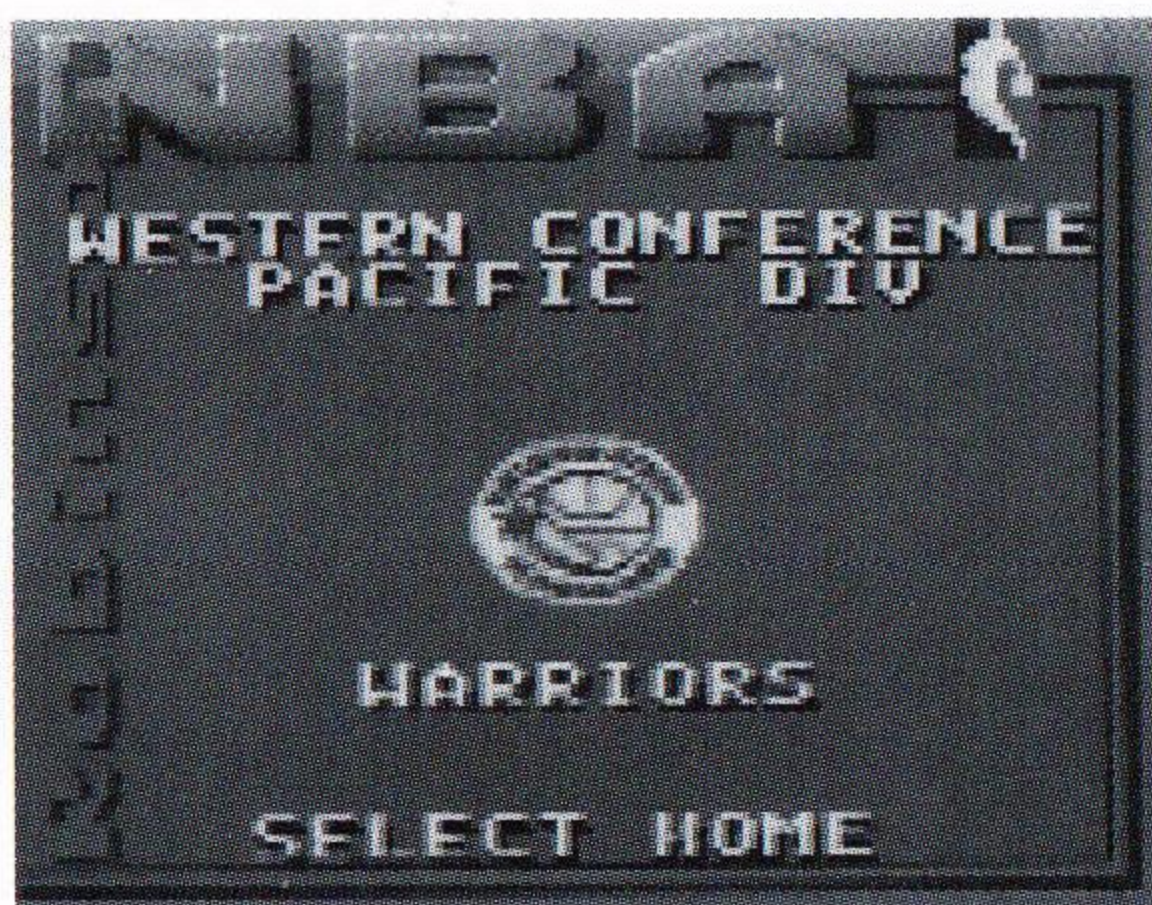
Go head to head with another player using the Gear-to-Gear plug. When you go Gear-to-Gear, the Main Menu displays the following three options:

- 1 Player
- 2 Player Compete
- Comp. vs. Comp

After you select 2 Player Compete, the player who turned on the Game Gear first will select the home team. After the first player has selected, control transfers to the second player, who selects the away team.



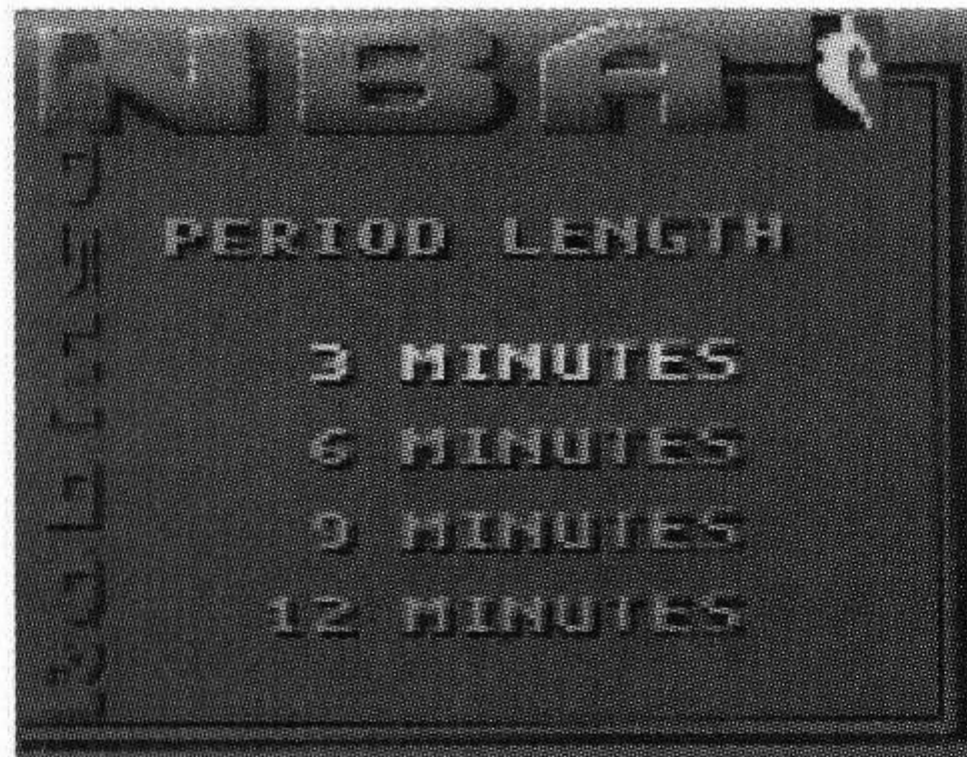
## TEAMSELECTSCREEN



Choose the team you want to play with in season play. Or choose the two teams to meet in a pre-season or exhibition game. Press the D-Pad UP/DOWN to scroll through the conferences. Press the D-Pad LEFT/RIGHT to scroll through teams. Press Start to enter the Home Team selection. Then use the same procedure to select the Away Team.



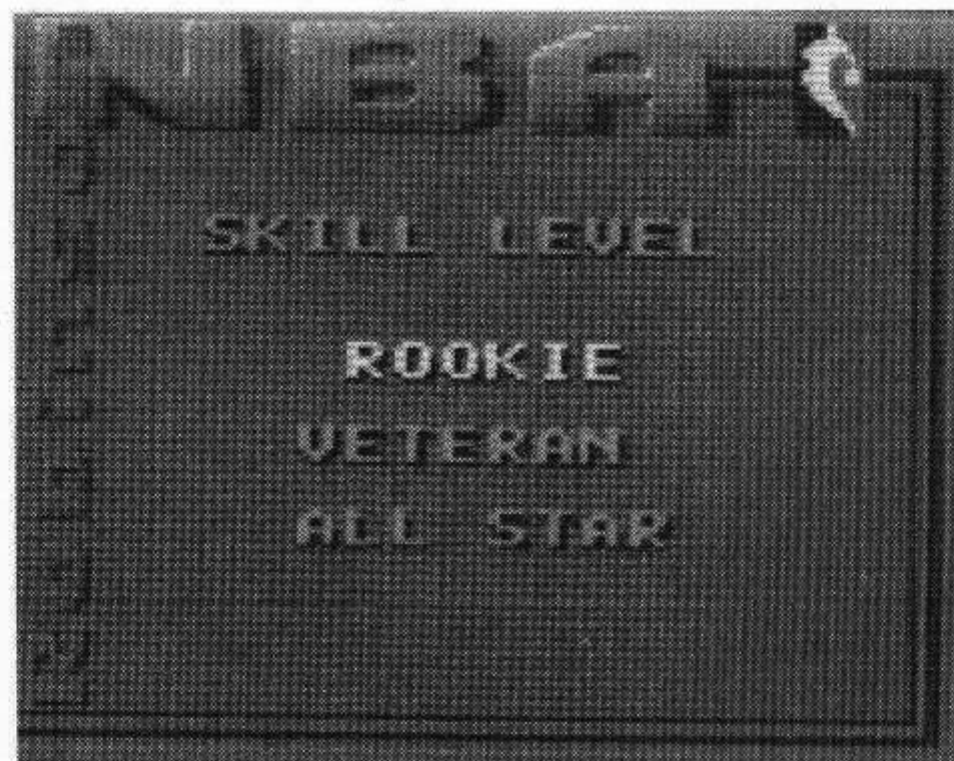
## PERIOD LENGTH



Use the D-Pad to choose between 3, 6, 9 and 12-minute quarters. Press Start to enter your selection.



## SKILL LEVEL



The higher the skill level, the better your opponents get. And the more likely they are to pressure you on D, steal the ball, intercept passes and score against you on offense. Use the D-Pad to choose between Rookie, Veteran and All-Star skill levels. Press Start to enter your selection.



## TEAM ROSTER SCREENS



SEGA SPORTS		WARRIORS HOME					
				PT	RB	AS	F
WEBER	4 C	0	0	0	0	0	0
OWENS	30 F	0	0	0	0	0	0
MULLIN	17 F	0	0	0	0	0	0
HARDWAY	10 G	0	0	0	0	0	0
SPRELL	15 G	0	0	0	0	0	0
MARTULIONIS	13 G	0	0	0	0	0	0
CRAYER	44 G	0	0	0	0	0	0
JENNINGS	26 G	0	0	0	0	0	0
JOHNSON	11 G	0	0	0	0	0	0
ALEXANDER	52 G	0	0	0	0	0	0
CATLINE	25 F	0	0	0	0	0	0
HOUSTON	31 F	0	0	0	0	0	0

Use the Team Roster Screen to review your lineup, make substitutions and track player statistics. This screen appears before the game, between periods, during timeouts and dead balls, and when a player fouls out.

The five players at the top of the Team Roster Screen are starters. The players listed below are substitutes. Next to each player you'll see the player's number, position (C for center, F for forward and G for guard), and game totals for points, rebounds, assists and fouls.

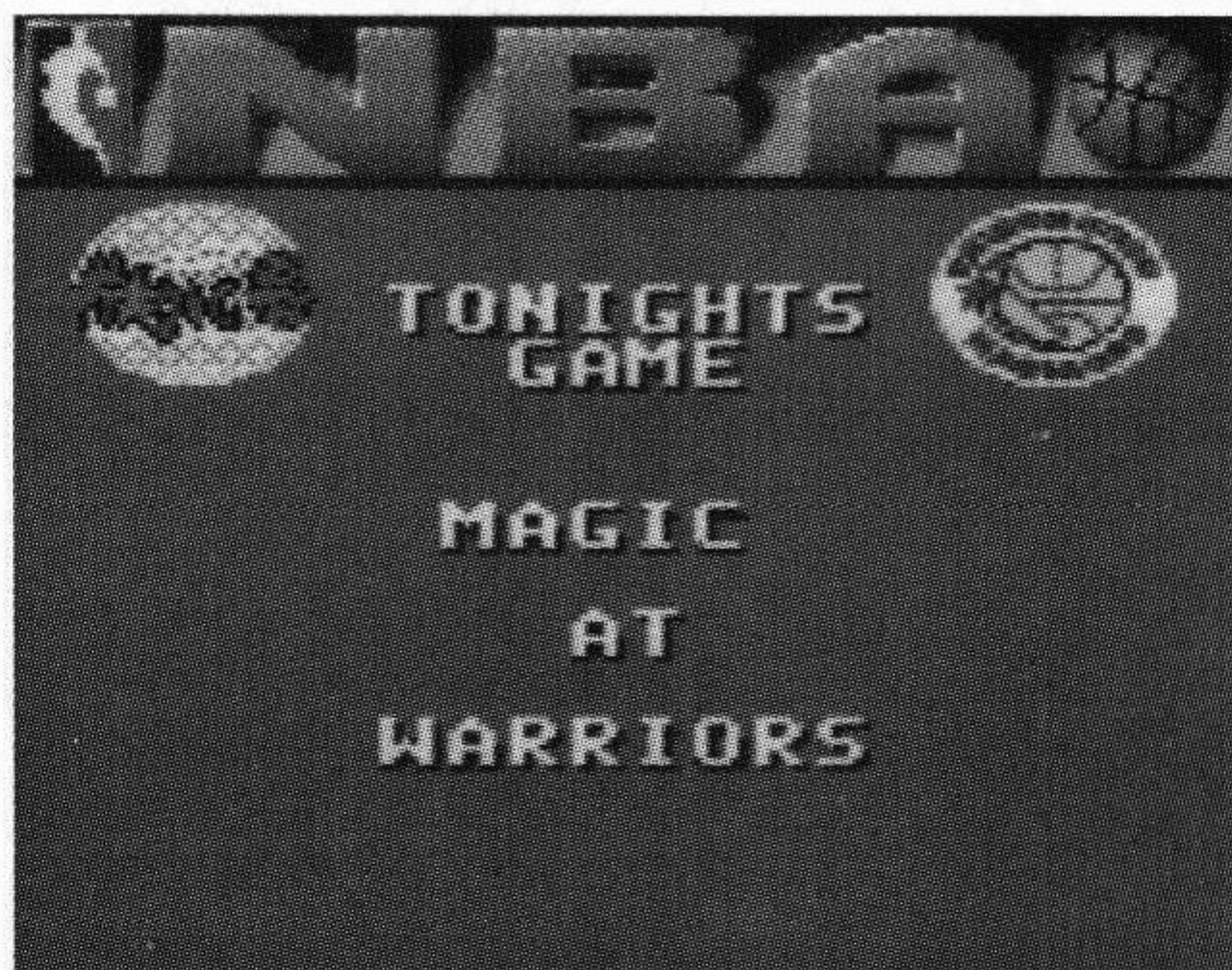
**Substitutions:** You can make a substitution during any dead ball situation, including timeouts, after fouls or violations, before the game or between periods.

Press Button 1 to toggle between your roster and your opponent's roster. To make a substitution, use the D-Pad to select a player you want to sub, and press Button 2. Then use the D-Pad to select a player you want to put in the game, and press Button 2. The two players will switch places.

**Fatigue:** Just like in the NBA, players get tired during the course of the game. If you see a yellow dot next to a player on the Team Roster Screen, the player is tired and you should sub him out. When he's rested, the yellow dot will disappear.



# TONIGHT'S GAME



See the two teams who will play in tonight's game (in season mode only).



## TEAMSTATSCREEN



	V	4	P1	8	H	
2/6			FG			4/4
0/0			FT			0/0
0/4			3P			0/1
1			RB			3
0			F			0

Before the game and after every foul, timeout and period, you'll see game totals for each team for field goals made/attempted, free throws made/attempted, 3-point shots made/attempted, rebounds, and fouls.



## PAUSESCREEN



Press Start to pause the game. Then press Button 2 to call Time Out, or press Start again to return to the game. Each team gets seven timeouts each game.



## VIOLATIONS

1. A *5-Second Violation* is called if the player doesn't make the inbounds pass in 5 seconds or less.
2. A *10-Second Violation* is called if the offense doesn't get the ball over the half-court line within ten seconds of being inbounded or after a rebound.
3. A *24-Second Violation* is called if the offense doesn't attempt a field goal within 24 seconds.
4. A *Backcourt Violation* is called when an offensive player takes the ball back across the halfcourt line.

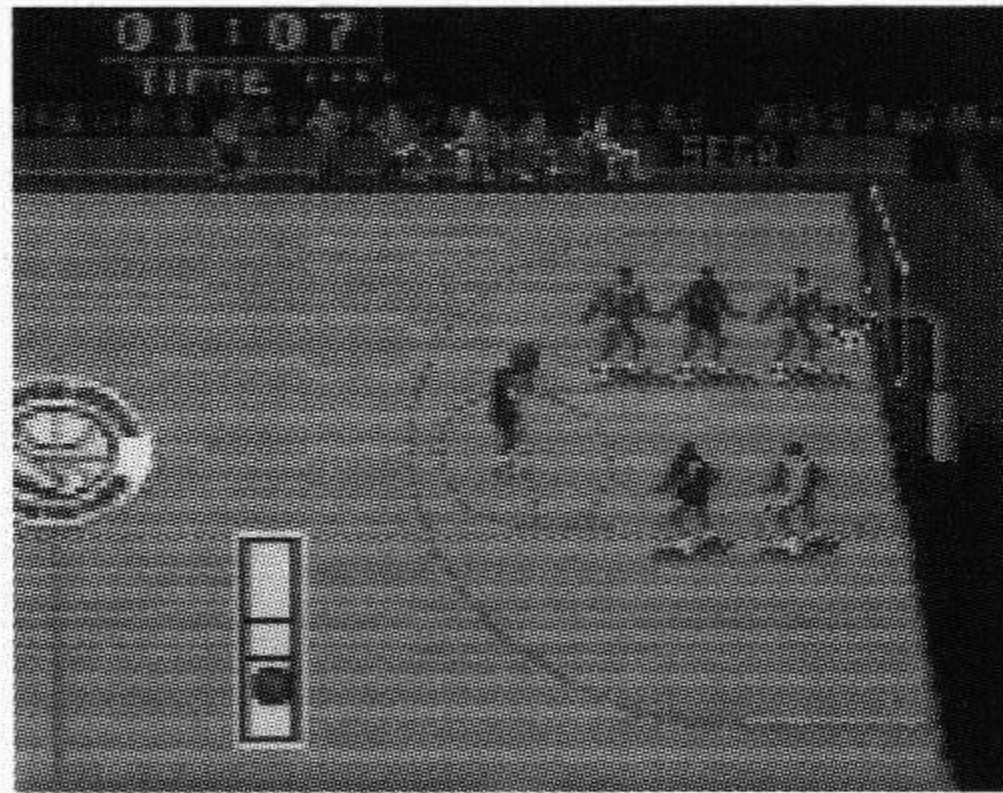
## PERSONAL FOULS

1. *Charging* is called when the ballhandler moves into a defensive player who has established position.
2. A *Shooting Foul* is called when the ballhandler is fouled in the act of shooting. If his shot goes in, he gets one free throw attempt. If it doesn't, he gets two attempts.
3. A *Reach-In Foul* is called when a defensive player makes a poor steal attempt.
4. A *Hacking Foul* is called when the defensive player gets in the way of the ballhandler.

Like in the NBA, if a player gets six personal fouls, he's out of the game. When a team gets five team fouls in a quarter, the opposing team goes to the free throw line after each foul.



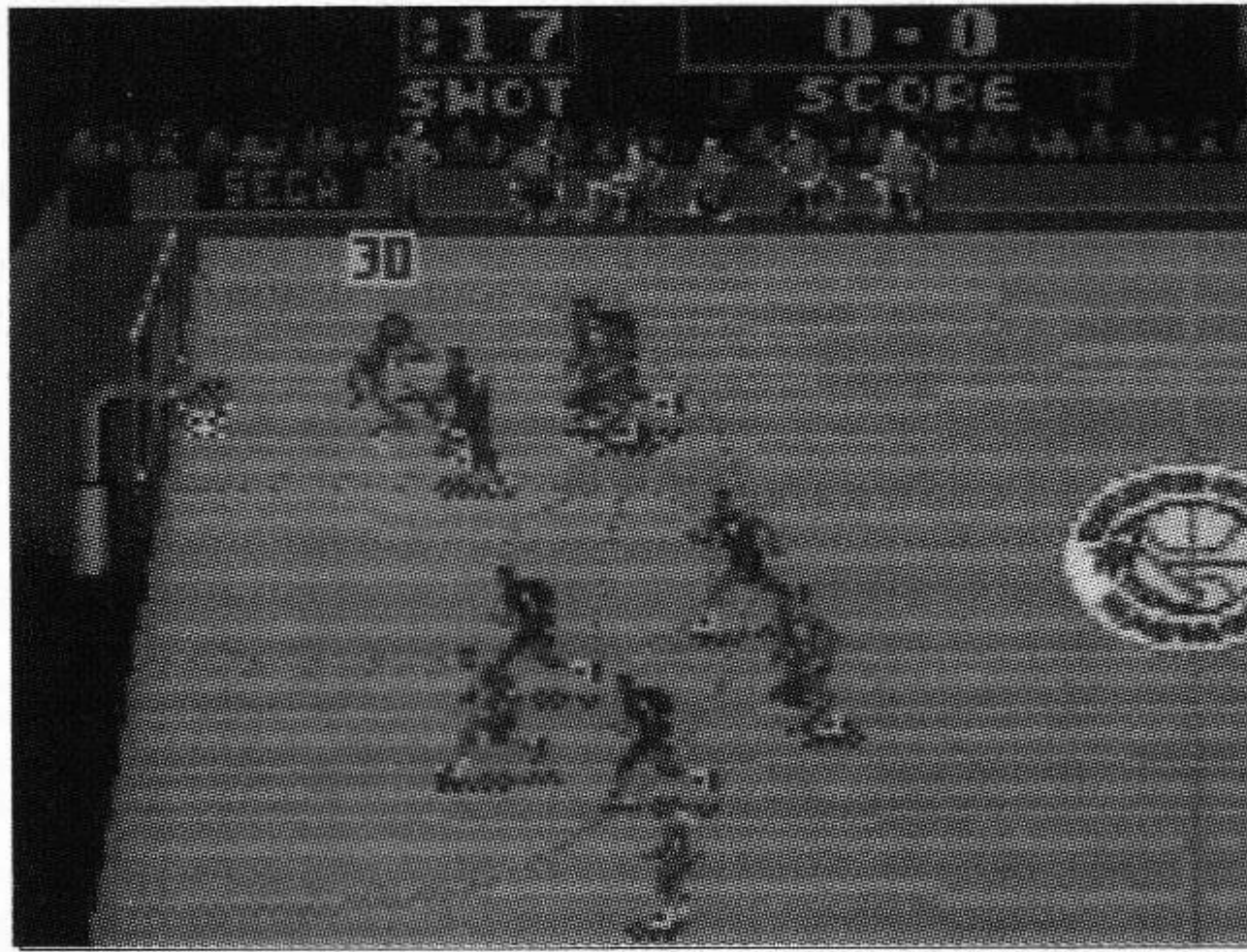
## FREETHROWS



Use the free throw meter to time your shot. There are four different speeds depending on the player's skill level. The better a player is at shooting free throws, the slower the ball moves back and forth on the meter. For the best accuracy, try to press Button 2 when the ball is in the center of the meter.



# FULL COURT ACTION!



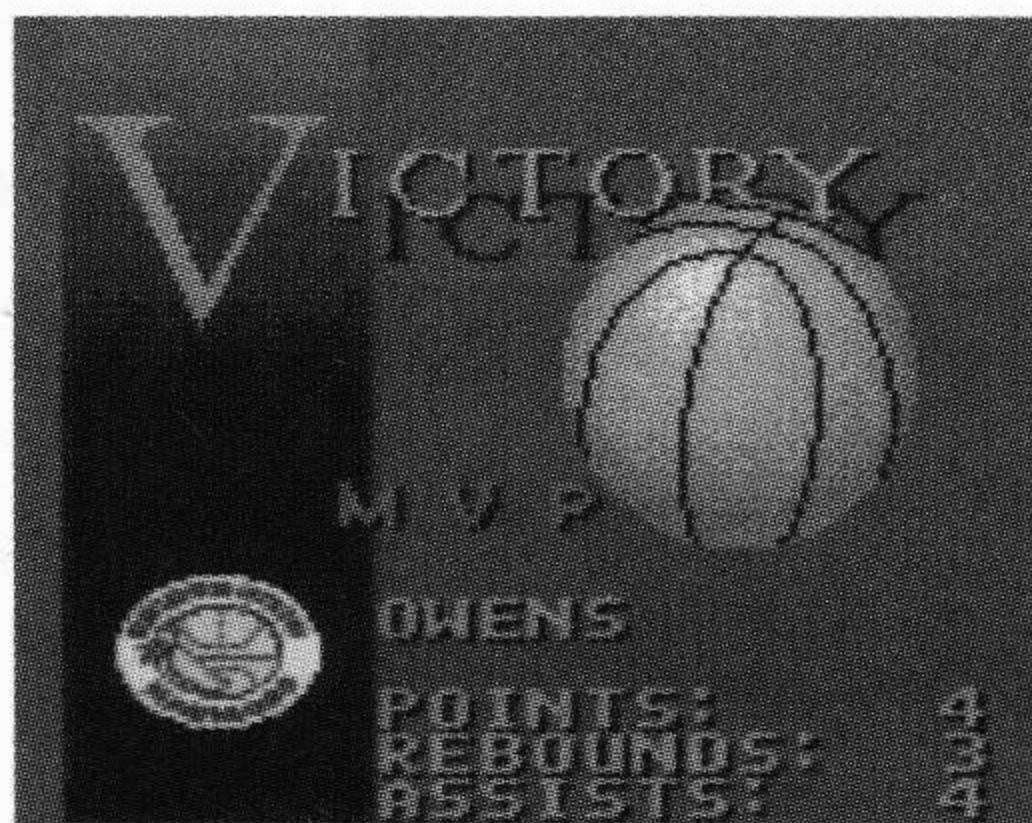
Ready to crash the boards? During play, you'll go five on five against the NBA's finest. At the top of the Main Play Screen, keep an eye on the following indicators:

- 24-second clock
- Game score
- Time left in the period
- The period, indicated by the number of lights displayed

You'll also see displayed the number of the player you control.



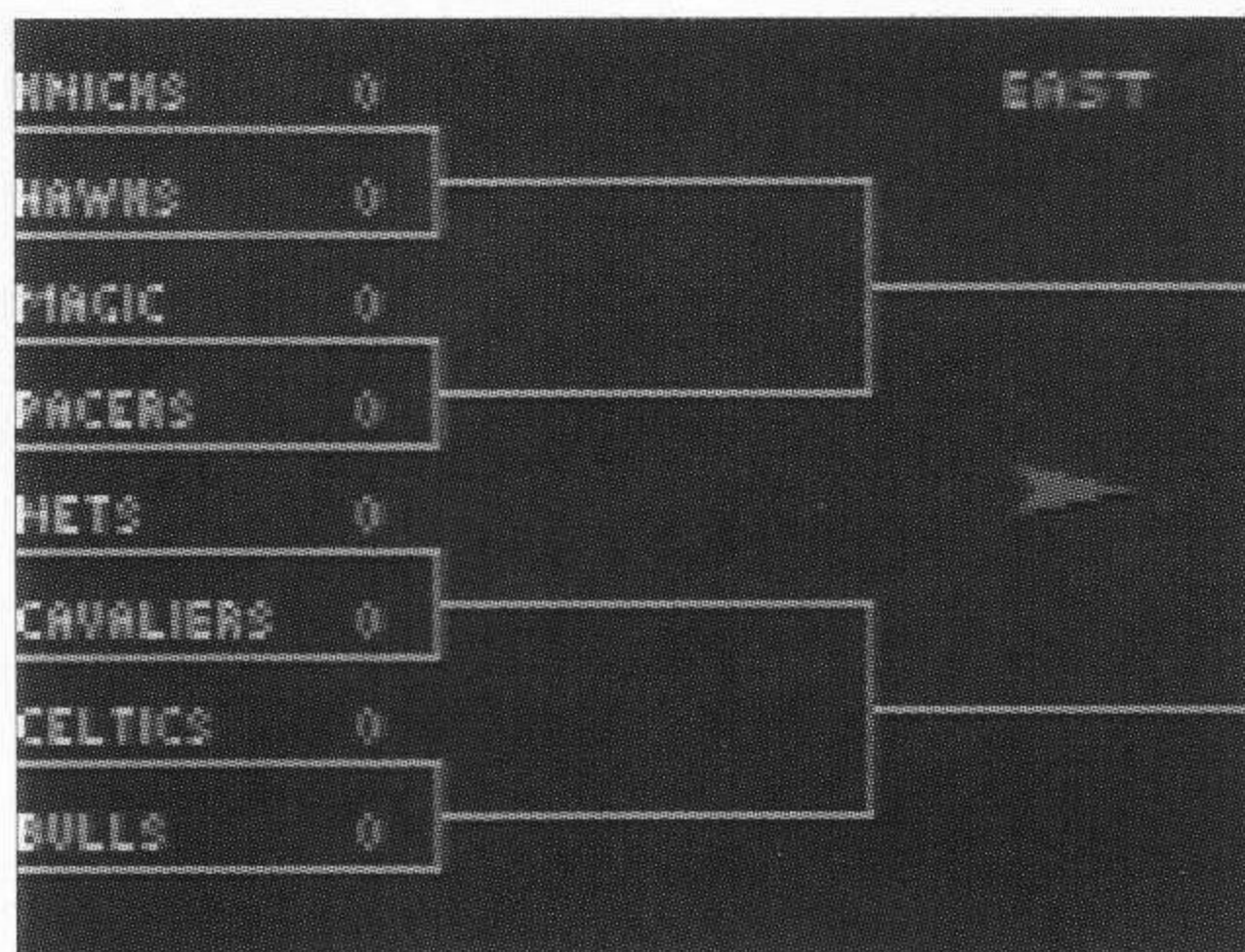
## GAMEMVP



After each game, an MVP is chosen. You'll see the player and his game stats, including his total points, rebounds and assists.



# HIGH INTENSITY PLAYOFF ACTION!



At the end of the season, if you've made it to the playoffs, you'll advance to the Playoffs Screen. The Playoffs Screen shows all the playoff matchups. Press the D-Pad LEFT/RIGHT to scroll from side to side. Then get ready for a Best of Five first round series or Best of Seven for the NBA Championship.

## PLAY TO WIN

Use these tips to get the most from your players in *NBA Action*:

1. Call timeouts to keep players fresh for "crunch time".
2. Use timeouts to break the opposing team's momentum.
3. Release shots at the height of your player's jump to improve your chances of scoring.
4. On defense, press Button 1 and Button 2 simultaneously to steal the ball from poor ballhandlers.



# CREDITS

<b>Executive Producer:</b>	Wayne Townsend
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<b>Assistant Producer:</b>	Chris Cutliff
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<b>Music &amp; Sound Effects:</b>	Paul Gabols Dave Della
<b>Lead Tester:</b>	Mark Paniagua
<b>Test Lieutenants:</b>	Mike Madden Kurt Tindle Harry Chavez
<b>Testers:</b>	Paul Walker, Keith Higashihara, Tracy Johnson, Glen Cureton, Kevin Seiter, Roman Greco, Tim Spengler, Dave Paniagua, Ryan McLaughlin, Vasily Lewis, Erik Wahlberg, Steve Bourdet, Marc Dawson, Brian Dawson, Chris Cutliff
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<b>Product Management:</b>	Kelly Ryan Doug Rebert
<b>Manual:</b>	Mike Yoffie
<b>Special thanks to:</b>	Nancy Nakamoto Mark Nausha Mike Terlecki David Robinson



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## LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service in the U.S., call the Sega Consumer Service Department at this number: 1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342

**DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER.** Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

## REPAIRS AFTER EXPIRATION OF WARRANTY

If your Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

## LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you.

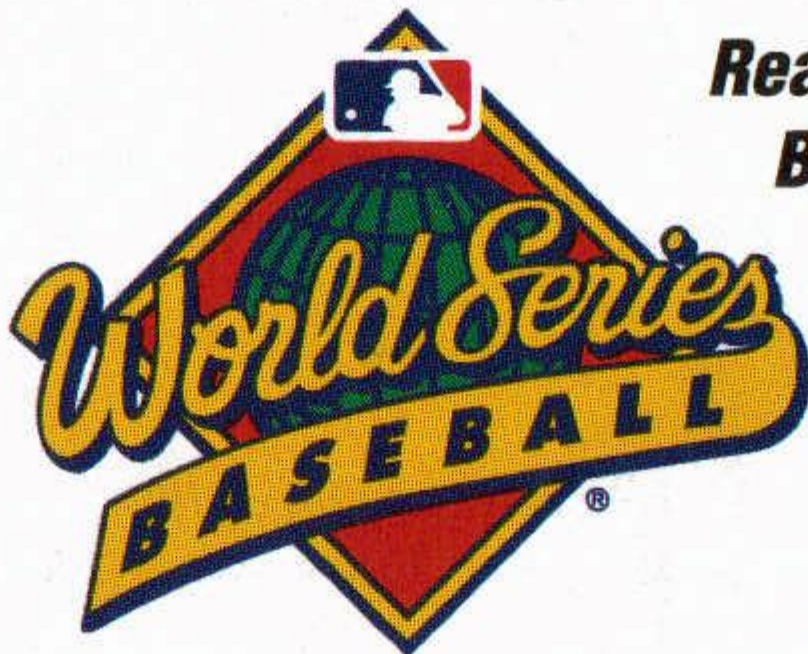
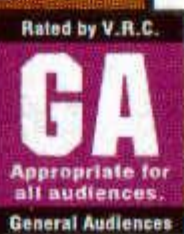
This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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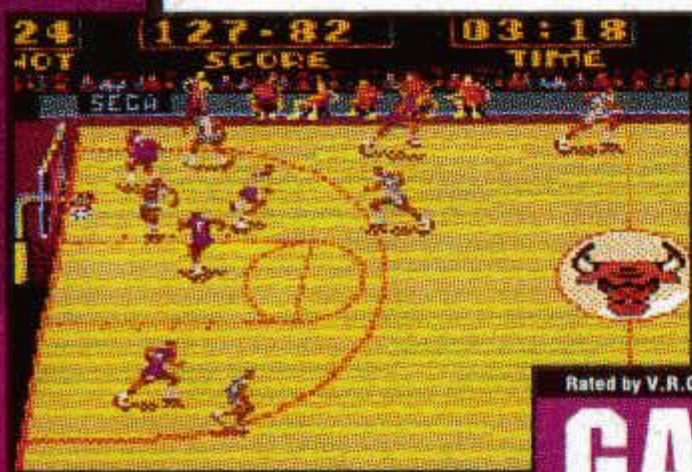
# GAME GEAR™



**Real Major League  
Baseball Action!**

- Real Teams
- Real Players

**Available Now!**

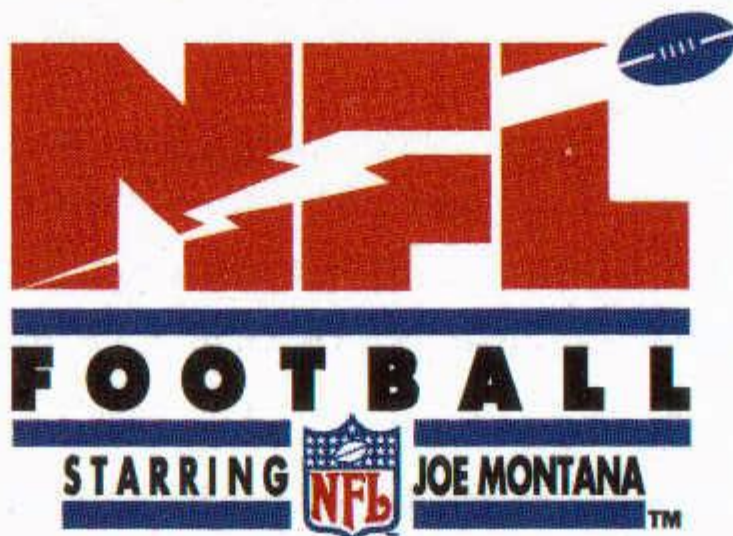
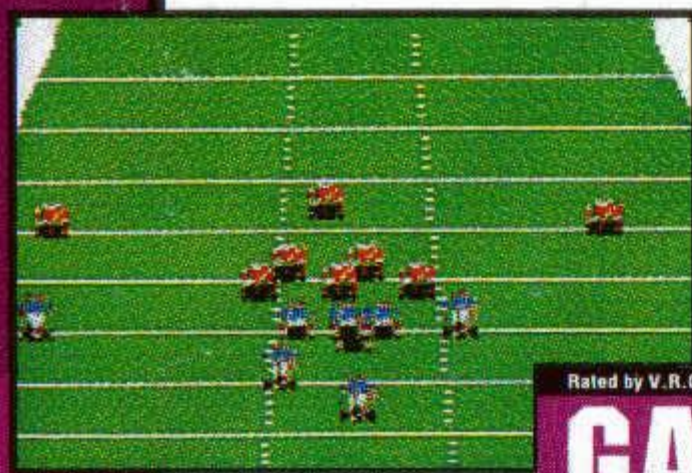


**Real NBA Action!**

- Real Players
- Real Teams

**STARRING  
DAVID ROBINSON**

**Available  
Spring '94!**



**Real NFL Action!**

- Real Players
- Real Teams

**STARRING JOE MONTANA**

**Available  
Fall '94!**

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