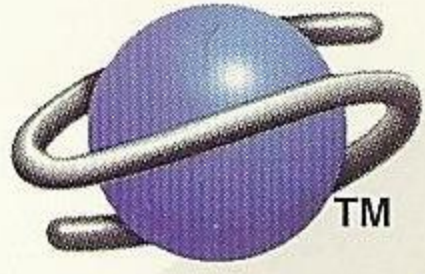


SEGA™

Acclaim®
entertainment, inc.



SEGA SATURN™

Warner Bros.
SPACE JAM™



T-8125H

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

HANDLING YOUR SATURN DISC

- The Sega Saturn Disc is intended for use exclusively with the Sega Saturn™ 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 Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint – free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

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.



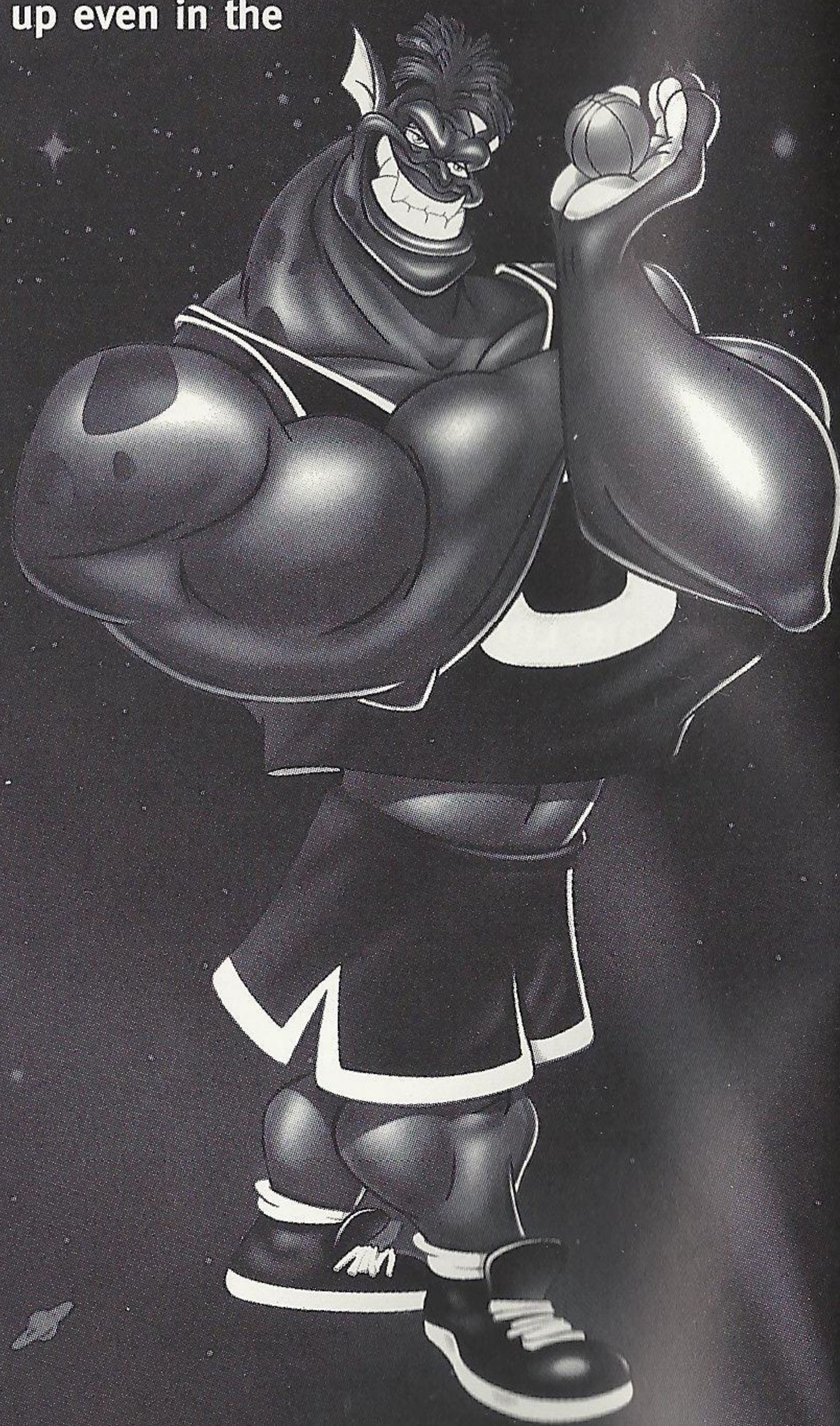
CONTENTS

Story	.2
Starting Up	.3-4
Options	.4-5
Default Controls	.5
Team and Player Selection	.6
Player Attributes	.7
Game Modes	.8
Half Time Locker Room Rumpus	.9
Power up Sublevels	.10-11
Special Cards	.12
Intergalactic Tournament	.13
Saving Tournament Games	.14
Looney Tunes Stats	.15-17
Michael Jordan's Stats	.18
Monstar's Career Stats	.19



STORY

The universe is awash in mutant Monstars! They started small, now they're tall and they want the ball! The basketball, that is. Bugs can't stop 'em. Daffy can't stop 'em. Taz can't stop 'em. Not even Foghorn Leghorn can stop 'em. What can the Looney Tunes crew do? They put their heads together (YOUCH!) and concluded that they need some serious hoop help. Luckily, they've convinced Michael Jordan to join their team. When he hears about the loony dilemma, Michael's ready to lend a dunk and jam--whatever it takes to keep these Monstars from getting too big for their britches! Join in this crazy cartoon contest to defeat the jumbo jammers. Space Jam offers out-of-this-world action, with ridiculously fun sublevels, featuring all your Warner Bros. cartoon favorites in a free-fall, free-for-all that doesn't let up even in the locker room!



STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad(s). Use a Team Player multi-player adapter to play with more than 2 players.

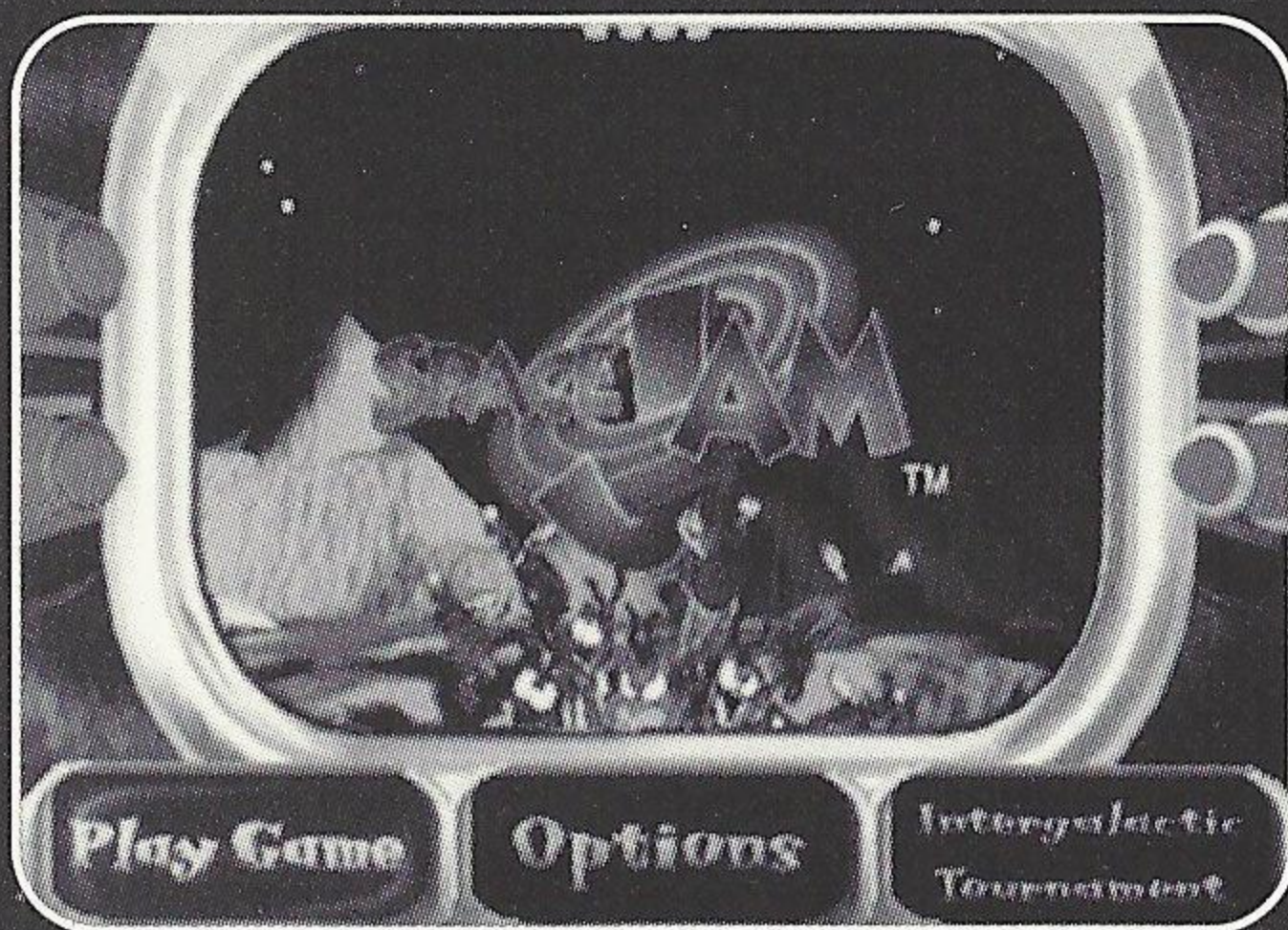
NOTE: Space Jam is for up to 6 players.

2. Place the Space Jam disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on-screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)
4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel.



Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.





A brief introductory sequence will play (press **START** to bypass it). When you see the Title Screen, press the **START BUTTON** to get to the Main Menu, which features these choices: **PLAY GAME**, **OPTIONS** and **INTERGALACTIC TOURNAMENT**. Highlight your choice with the **D-PAD** and

press the **A**, **C** or **START BUTTON** to select it.

PLAY GAME

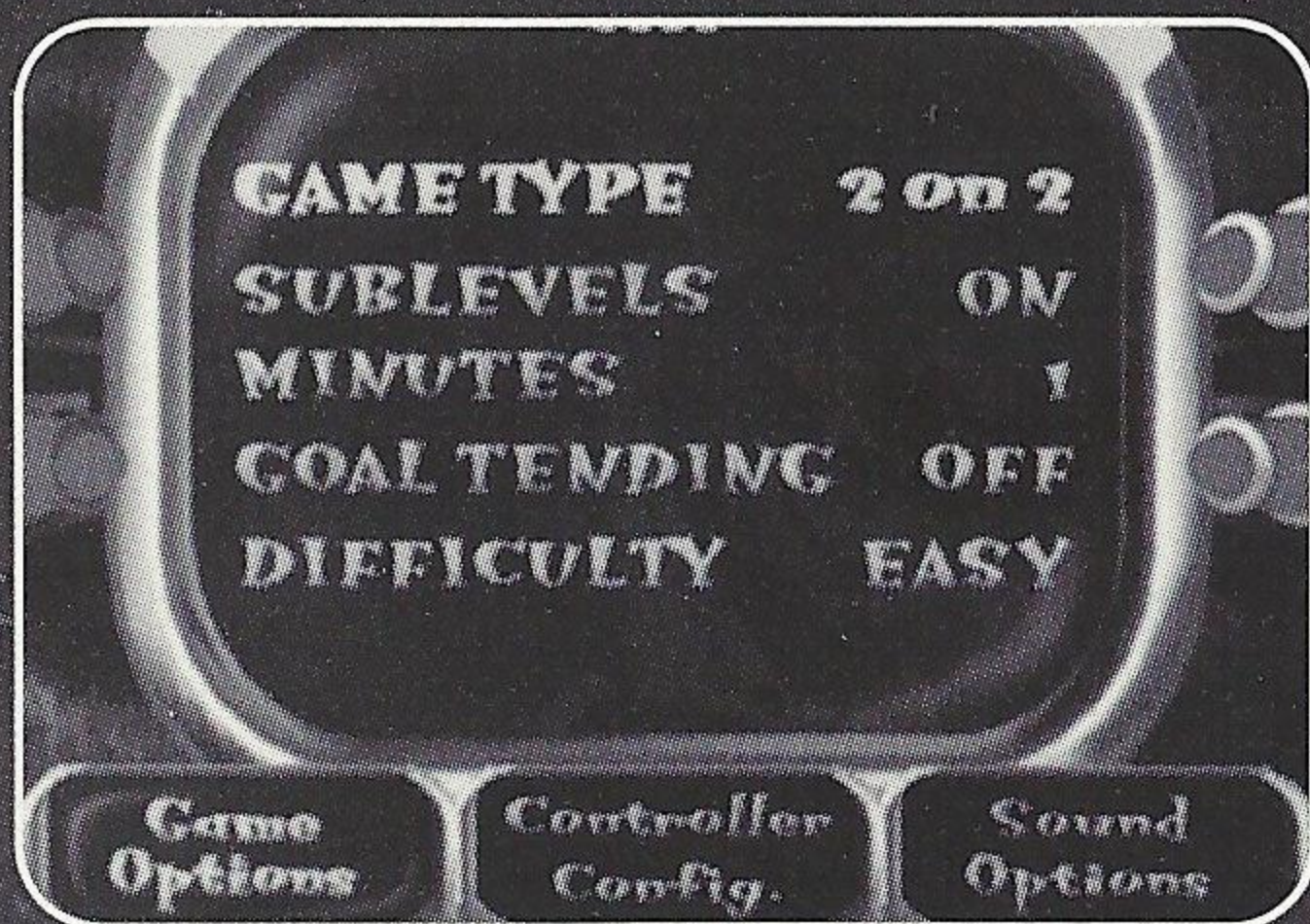
Before or after setting options, highlight **PLAY GAME** and press the **A BUTTON** to jump into action.

PREVIOUS MENU B BUTTON

PAUSE GAME START BUTTON

RESET TO MAIN MENU At any time during gameplay, reset to the Main Menu by holding **START** and pressing the **A**, **B** and **C BUTTONS** simultaneously.

OPTIONS



Options are divided into three sections at the bottom of the screen. Highlight one and press the **A**, **C** or **START BUTTON** to access it. When you're done on a screen, press the **B BUTTON** to return to the previous screen. You can set up Space Jam just the way you like it. To set an Option, highlight it by pressing

UP or **DOWN** on the **D-PAD**, then toggle settings by pressing **LEFT** or **RIGHT**.

GAME OPTIONS

GAME TYPE: Choose between 2-on-2 and 3-on-3 action.

SUBLEVELS: Choose to play a straight four-quarter match (**OFF**) or to break up the game with power-enhancing sub levels (**ON**).



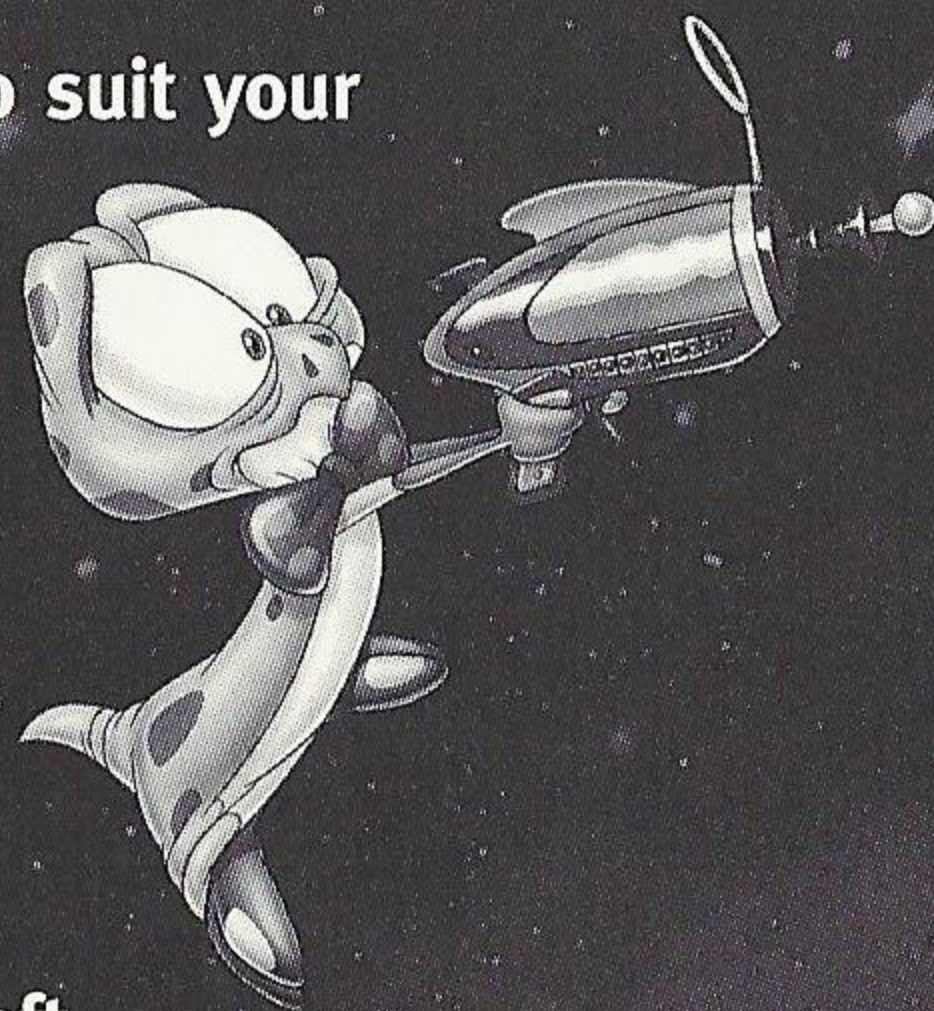
MINUTES: Choose quarter length, from 1 minute up to 5 minute quarters.

GOAL TENDING: Choose to have goal tending ignored or penalized.

DIFFICULTY: Choose among Easy, Medium and Hard skill levels. Easy is the default.

CONTROLLER CONFIGURATION

You can change the default control settings to suit your style. To do so, press LEFT or RIGHT to toggle through settings. When you're done, press the B BUTTON to return to the main options menu.



SOUND OPTIONS

VOLUME: Press RIGHT or LEFT to increase or decrease game volume.

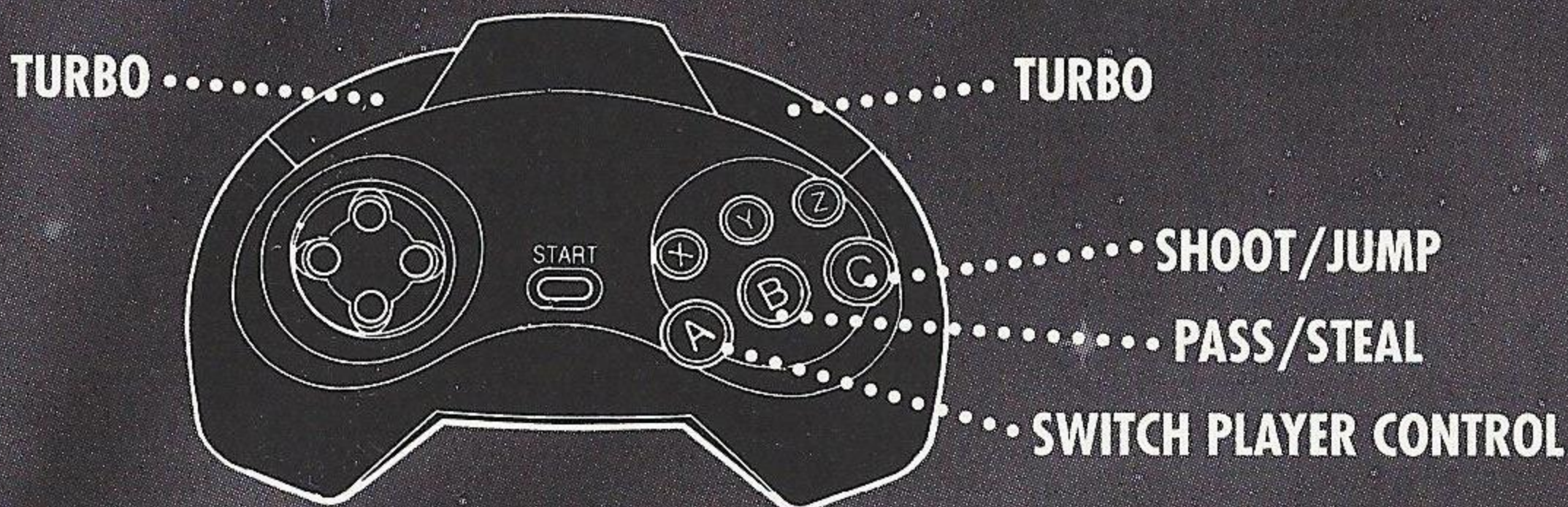
STEREO: Toggle among Stereo and Mono L (left channel) and Mono R (right channel)

ANNOUNCER: Turn the in-game announcer ON or OFF.

PLAYING SPACE JAM

There aren't many rules in outer space, especially when the Looney Tunes are taking on the Monstars. There are no fouls, no out of bounds--you don't even switch sides at half-time! Almost anything goes!

DEFAULT CONTROLS



SPECIAL SLAM DUNKS: Each character has unique special moves to foil an opponent and keep the ball rolling! It'll take plenty of practice to discover each one!



GAME SCREEN

SCORE

TIMER

TURBO
METER



TEAM & PLAYER SELECTION



Before you can get your hoop thing happening, you've got to choose which team you want to play on, and which character you wish to control. When using the Team Player adapter, up to six players can compete, 3 on each team. Choose your team with the D-PAD, then press the START BUTTON. A player portrait

with attribute ratings will appear. Scroll through players with the D-PAD, then press the A or C BUTTON to select your player/character. Continue until all players have chosen a character. Press the A or C BUTTON to exit.

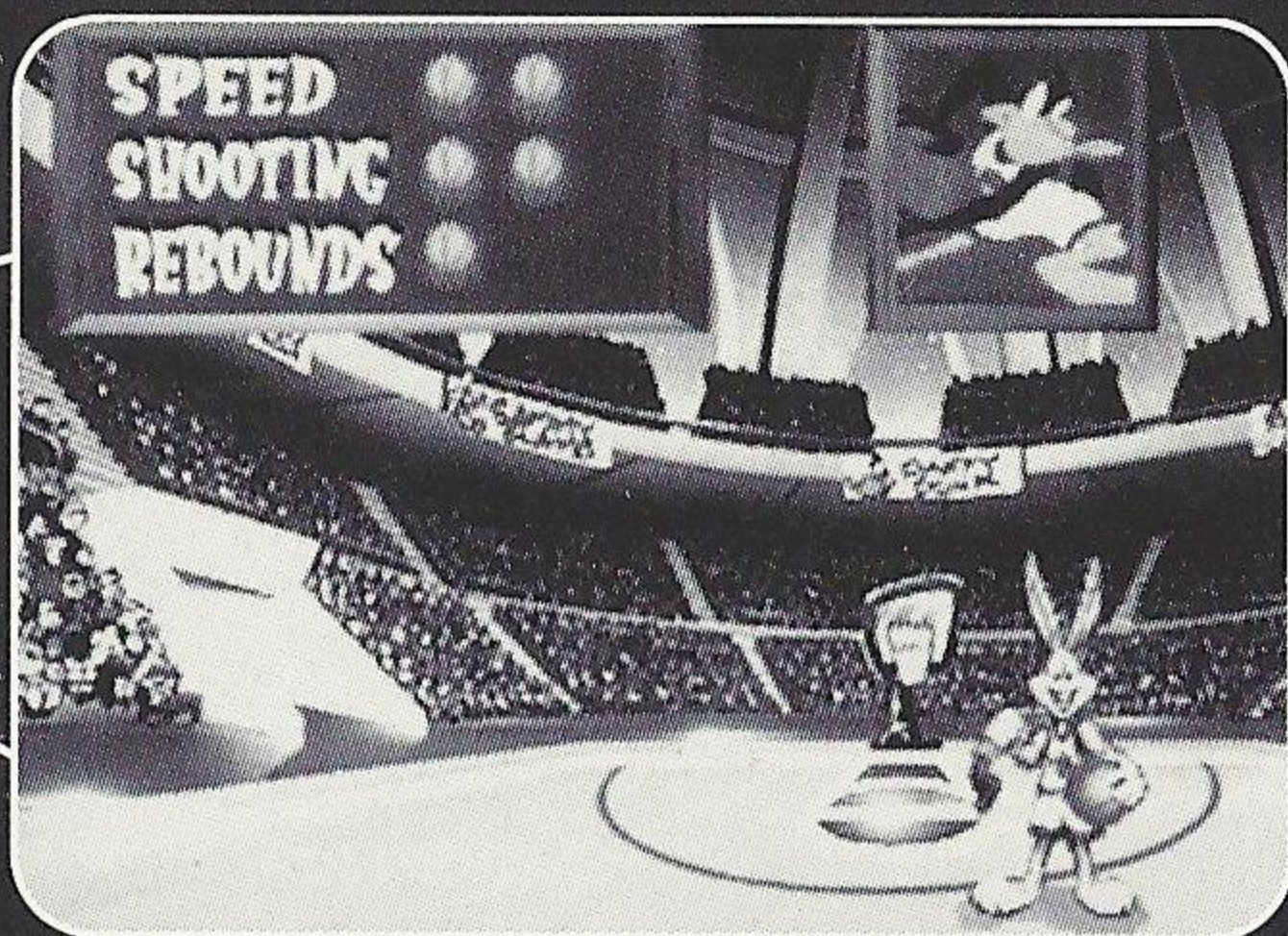
SUBSTITUTING PLAYERS

Between quarters, you may wish to substitute a fresh player for a current one--even cartoons get tired! To do so, select Substitute Players and press the A or C BUTTON. Then press LEFT or RIGHT at the Substitution Screen to scroll to the player you wish remove and press the A or C BUTTON. Next, toggle to the player you wish to bring in and press the A or C BUTTON. Press the START BUTTON to exit.

NOTE: Player 1 must select Substitute in order for other players to do so. So play fair, Player 1!



PLAYER ATTRIBUTES

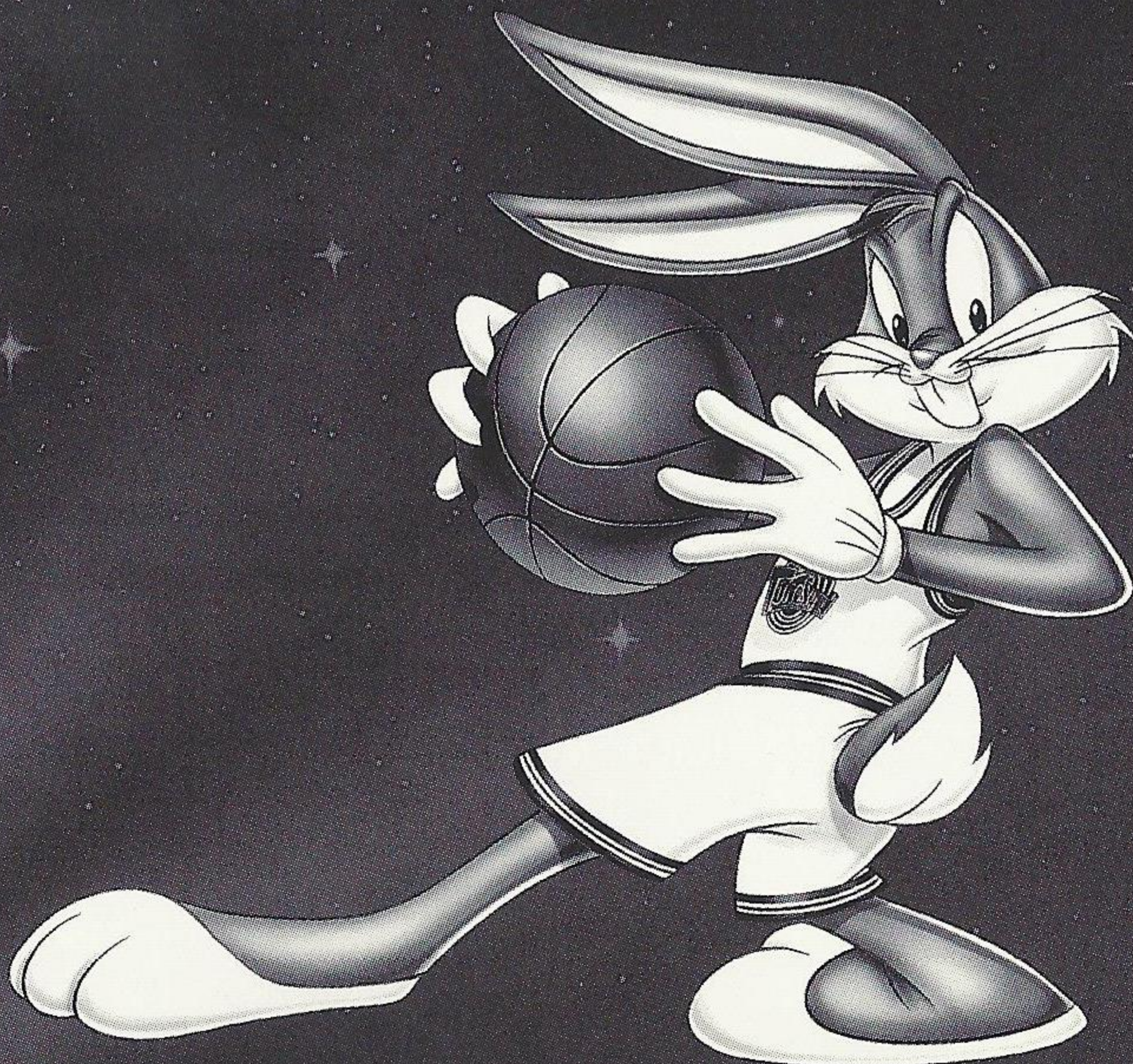


Each player has differing amounts of the following attributes. The amount of each is shown by the number of basketballs.

SPEED Rates a player's speed on the court.

SHOOTING Rates a player's shooting percentage.

REBOUNDS Rates a player's ability to grab the rebound.



GAME MODES

Space Jam features 4 quarters of hilarious hoop action between the Monstar aliens and the Tune Squad (with Michael Jordan)! You can also compete in up to 5 different games-within-a-game by choosing to play with the sublevels option ON. Depending on whether you're playing as the Tune Squad or the Monstars, you'll be trying to help or hinder the toons. You can even compete in the Intergalactic Tournament, where you try to guide the Tune Squad to five straight wins! Here's the lowdown on all these great game modes.

NOTE: In a multiplayer game, only the player with the lowest controller number on each team competes in Trophy Room, Locker Room and between quarter Sublevels.



THE TROPHY ROOM

Before the Big Game begins, Daffy Duck is trying to retrieve Michael Jordan's prized basketball equipment (shorts, jerseys, shoes) from his trophy room in order to supercharge Michael for the game to come. But it won't be duck soup for Daffy: he's got Charles the

watchdog to contend with, a bunch of squeaky toys, and a nasty Nerdluck who'd like to keep Daffy from getting Michael's stuff. Daffy has only a brief time to get the shorts (sorry) and other items before the timer runs out and the once in a lifetime adventure is over. Daffy better watch out for Charles, too, because nips from the pugnacious pup will slow him down plenty!

NOTE: At least one player must be on the Tune Squad to enter Trophy Room play.

TOON HINT: Use your wits and your imagination and you'll have it made in the shade. You may have to use some furniture to succeed!

NERDLUCK HINT: Put squeaky toys near items Daffy needs to collect!

DAFFY'S CONTROLS:

Jump/Open Drawer: C Button
Push: B Button

NERDLUCK CONTROLS:

Jump/Open Drawer: C Button
Throw Toy: A Button
Push: B Button



HALF-TIME LOCKER ROOM RUMPUS

Midway through the game, both teams want some extra oomph. How to get it? If you're on the Tune Squad (Bugs Bunny), find Michael's water bottles filled with "Secret Stuff", a special elixir that can help the toons play more like Michael by increasing their Turbo power. If you're on the Monstars team, you'll be controlling the "super essence", a purple vapor that increases the Monstars Turbo! Either way, it's a race against time and the tricks of your opponent!



NOTE: In a 1 player game, you will play the Tune Up Search or Essence Round Up, depending on which team you're on. If 2 or more players are competing on opposite teams (at least one player on the Tune Squad and Monstars), BOTH the Tune Up Search and the Essence Round Up will be played.

TOON-UP SEARCH

You've got to open as many lockers as you can to gather as much Secret Stuff as you can before the timer runs out! Watch out for the underhanded tricks, distractions and attacks of the Nerdluks--they really want to win! You may have to dodge some new and classic Looney Tunes cartoon threats: bombs, balls--even shoes can be trouble! Meanwhile, look for energy enhancing pick ups!

TOON HINT: Bugs becomes stronger with carrots. And keep an eye out for the alarm clock to put some extra time on the clock!

MONSTAR HINT: Get close to Swackhammer to get items to impede Bugs, but remember, you only get one chance with each item before you need to get more.

BUGS' CONTROLS:

NERDLUCK CONTROLS: (2 PLAYER GAME)

Open Locker: C Button

Throw Object: C Button

Side Step: Left or Right
Shift Buttons



ESSENCE ROUNDUP

As a Monstar team member, you control a mysterious purple vapor trying to capture as much Super Essence as you can to turn up the Monstars' turbo in the next quarter! Every time you touch the basketball player in the locker room, you'll add extra ability to your Monstar squad. As a Tune Squad member, you'll be trying to protect the basketball player from the purple vapor with various traps and tricks.

MONSTAR HINT: Watch out for anything that can dissipate or disrupt your vapor--the toons will use every thing they can to turn the tables on you!

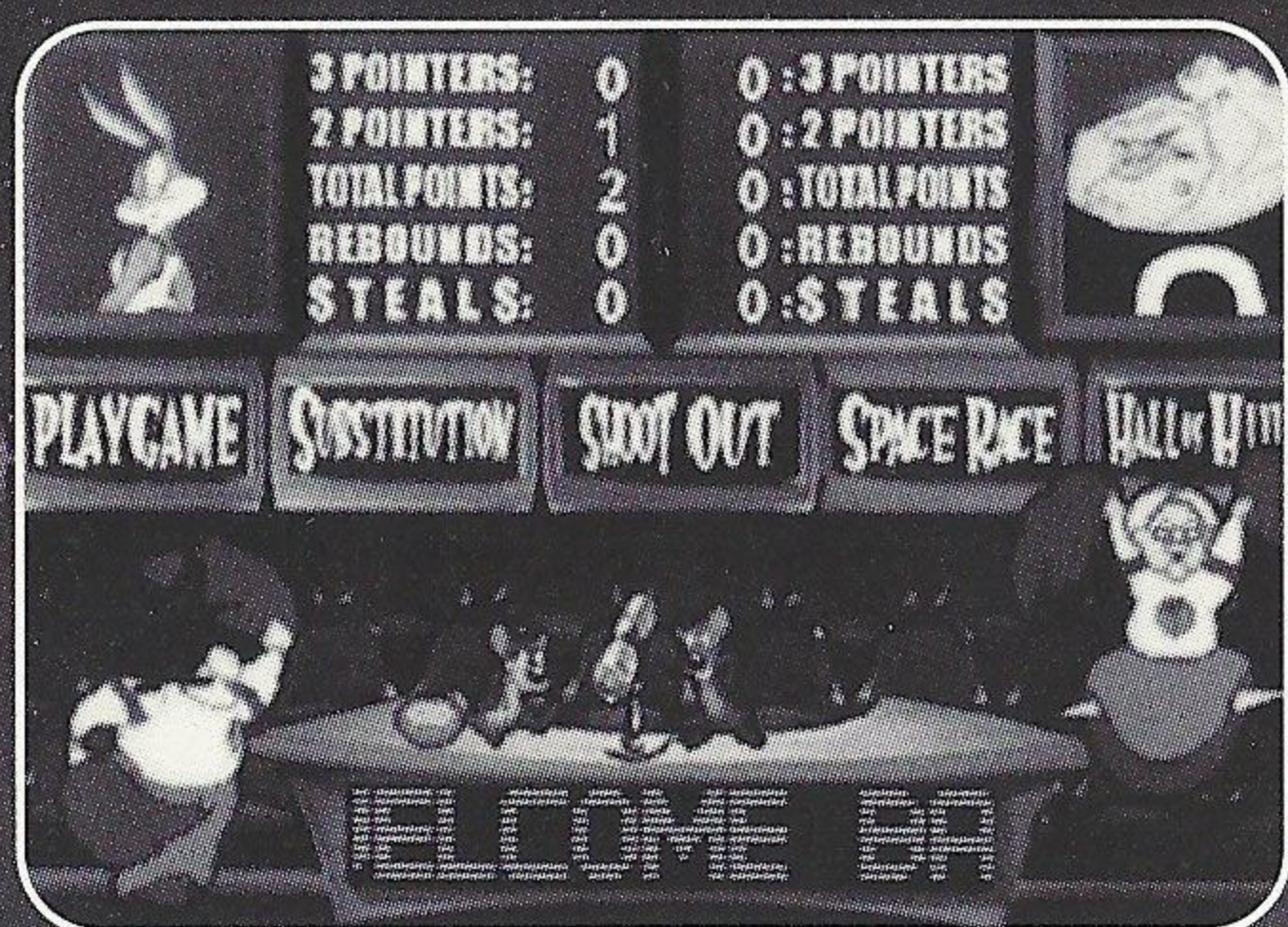
TOON HINT: Try opening the fridge to chill out the Essence.

BUGS' CONTROLS: (2 PLAYER GAME) **MONSTARS CONTROLS:**

Activate Trap/Open Locker: C Button | **Movement:** D-pad

TOON SPORTS NETWORK

After every quarter, you'll get game commentary and have a chance to view game stats. Press the LEFT SHIFT button to view Tune Squad stats and the RIGHT SHIFT button to view Monstar stats.



POWER UP SUBLEVELS

After both the 1st and 3rd quarters, if Sub Levels is turned ON (see Options), the Toon Sports Network will appear, where you can select one of three crazy ability-enhancing games.

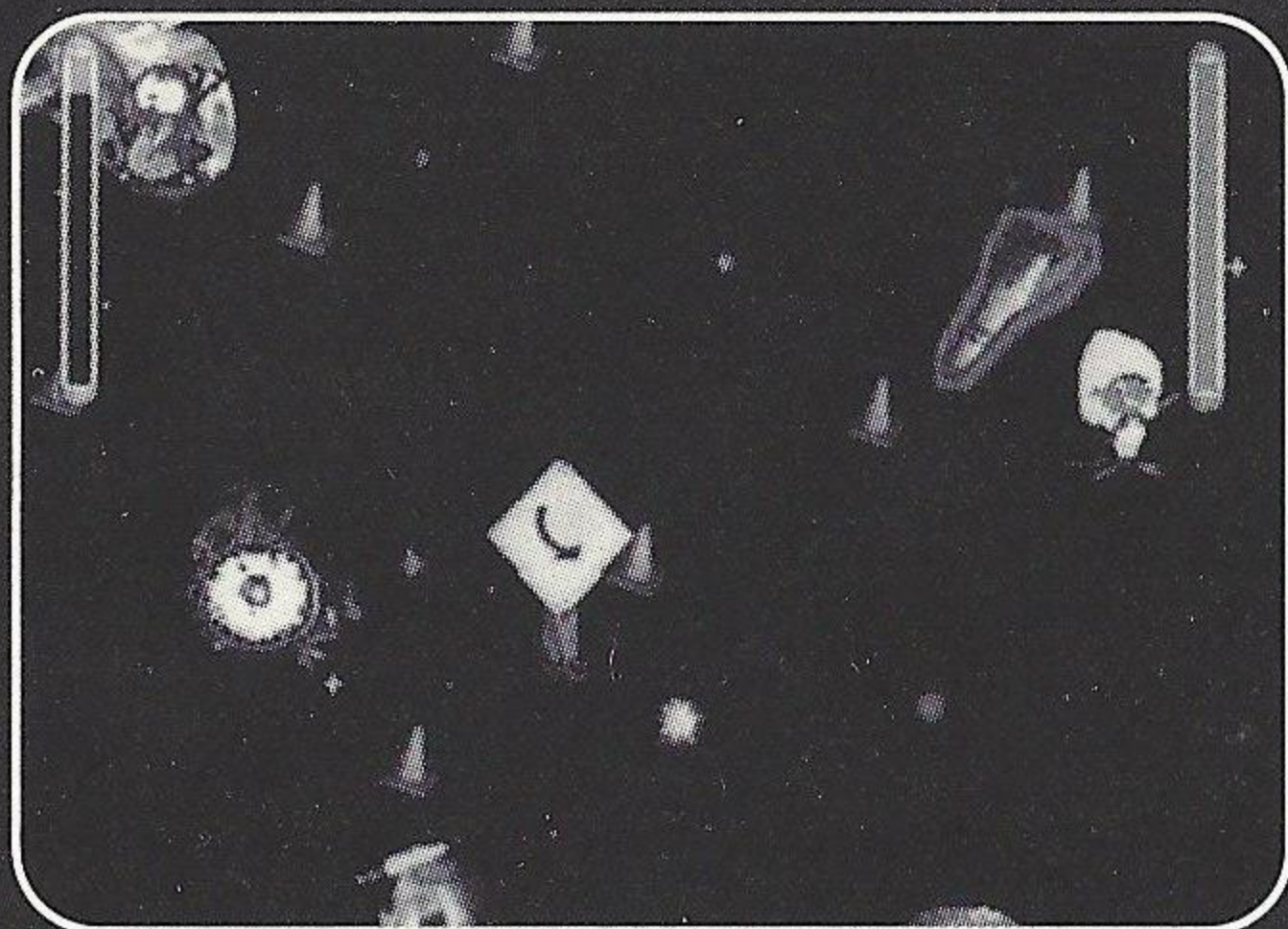
They each affect different abilities. You can even choose to play the same game twice (after the 1st and 3rd quarter). To choose a game, highlight it and press the A or C BUTTON.



SPEEDY GONZALES' CRAZY SPACE RACE

This is the level if you hope to increase your court speed, amigo! A Monstar and Speedy Gonzales compete in this wacky spaceship race through an outerspace obstacle course complete with asteroids, comets and a blackhole, among other hazards. These objects can either hurt you or help you depending on your skill and daring. Once a player gets far enough ahead of an opponent, he's awarded points based on how long he's able to stay on the course, and the race begins again from the current position.

The winner of the game is the player who fills his speed meter first. Good luck. Now "¡andale!"



MOVES:

Thrust: C BUTTON

Fire weapon: B BUTTON

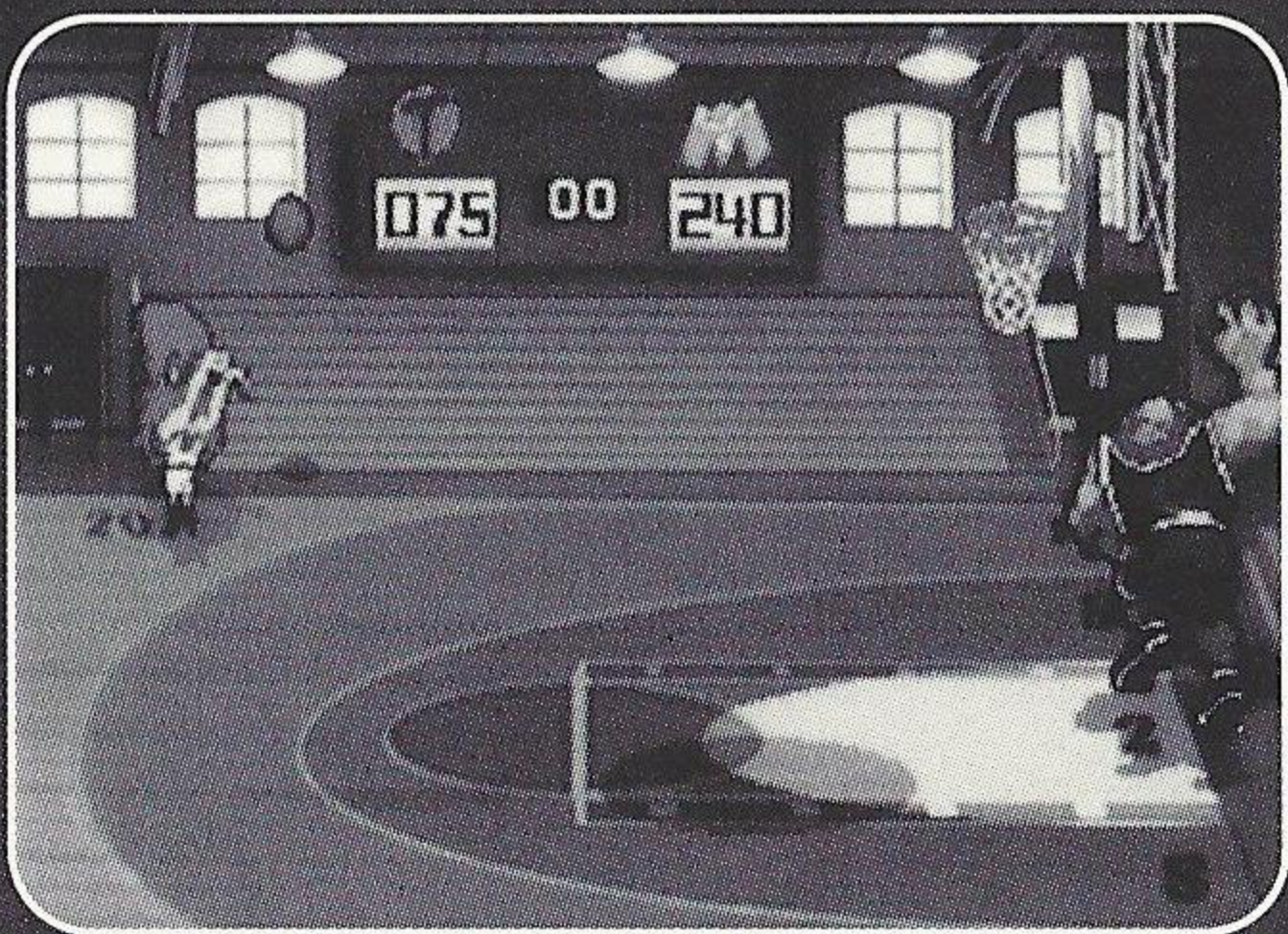
Brake: A BUTTON

Aim Spaceship: D-PAD

YOSEMITE SAM'S SHOOT OUT THE LIGHTS

Need to tune up your hoop accuracy? It's time for some shooting practice! In a 1 player game, if you're on the Tune Squad, you'll be trying to earn shooting accuracy Power. If you play as the Monstar team, you'll try for the highscore to prevent the toons from getting the Power up (the Monstar team cannot get the Power up). This game features four color-coded zones with different point values. The further the zone is from the basket, the more points are earned when you score from within that zone. Talk about downtown, try a 20 pointer, "ya varmint!"

TIP: Shoot inside the moving circle while it's blinking to double your score.



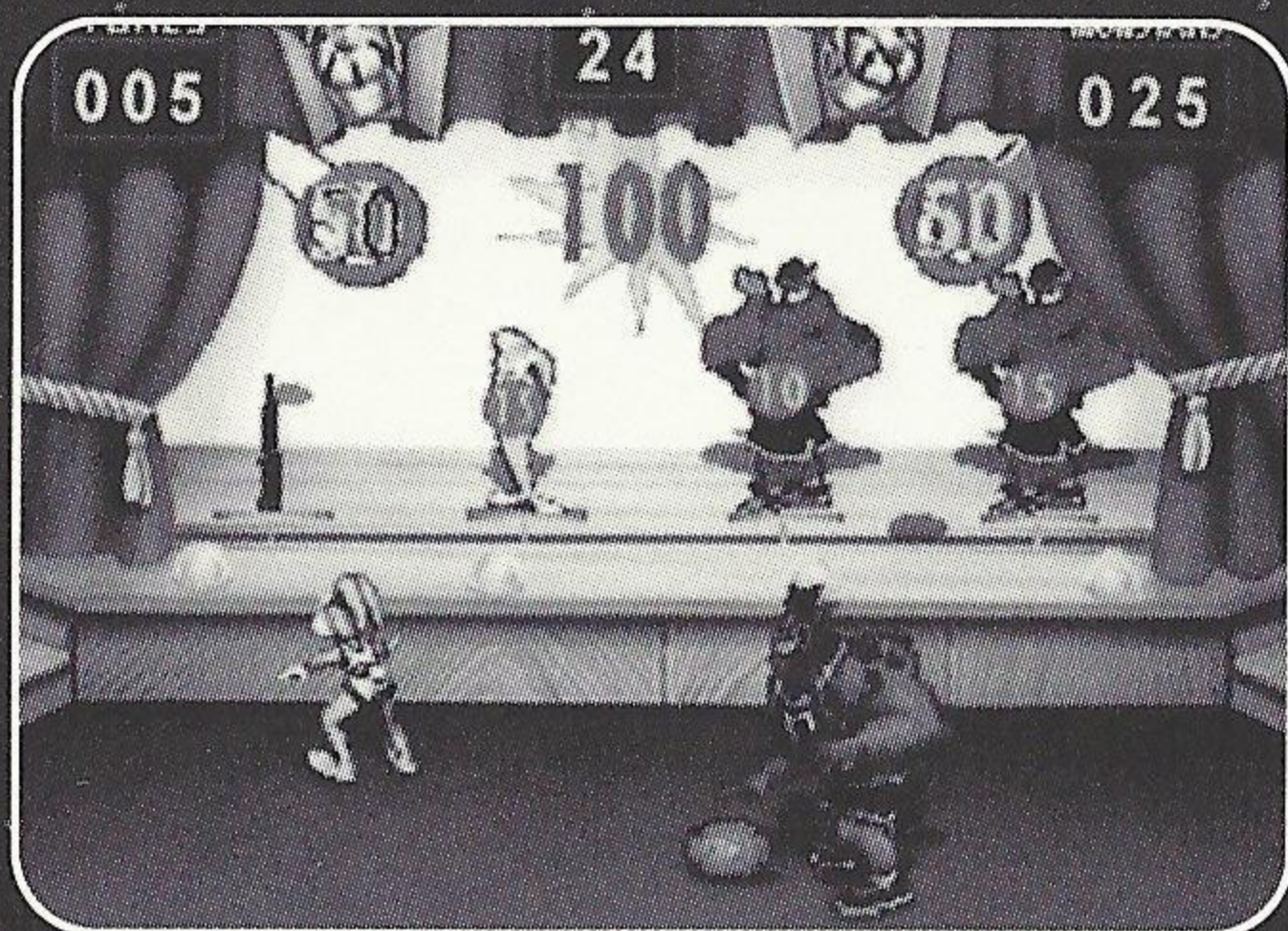
SHOOT OUT CONTROLS:

Shoot/Jump: C Button

Turbo: Left/Right SHIFT



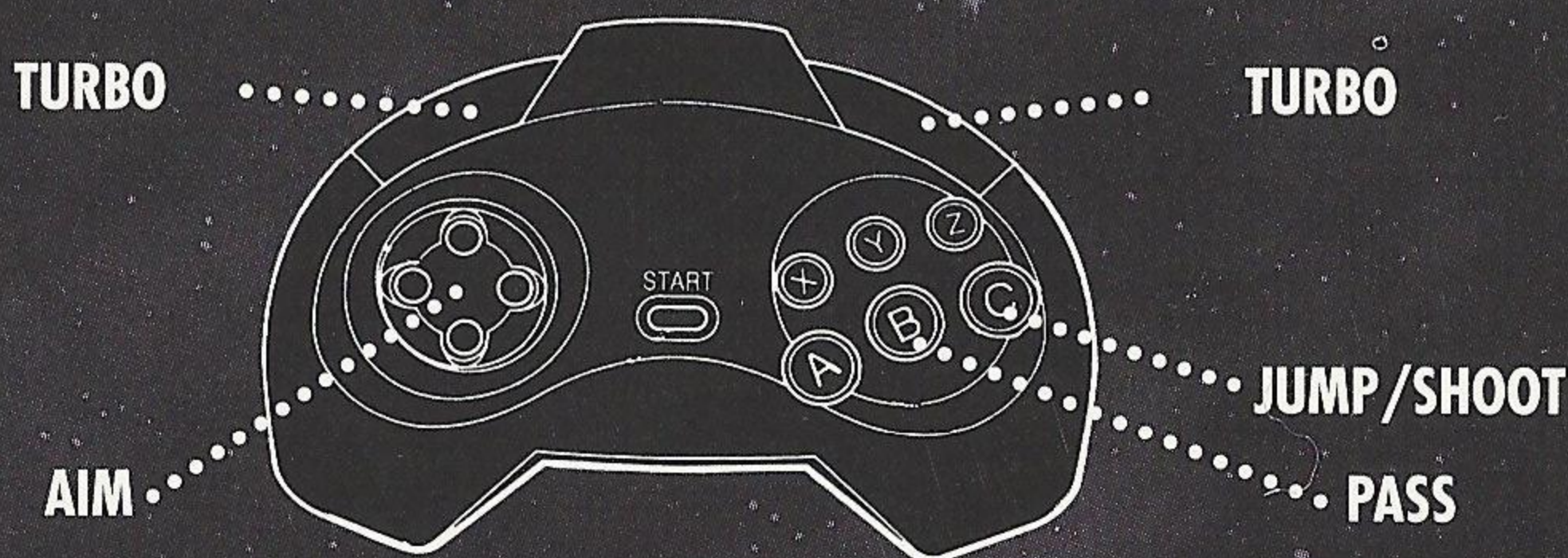
LOLA BUNNY HALL O HIJINX



This riotous shooting gallery is just the ticket if you want to increase your rebounding abilities! As basketballs drop from above and bounce all over, you've got to grab the rebound and fire at the moving targets. The winner is the player with the most points when the clock runs out. In the event of a tie, a

short overtime period will determine the winner. Plenty of hustle will come in handy here!

The targets have different point values. There are some special cards which have different effects.



SPECIAL CARDS



GRANNY - Briefly slows down the cards



TWEETY - Temporarily doubles target points target



SPEEDY - Briefly speeds up cards

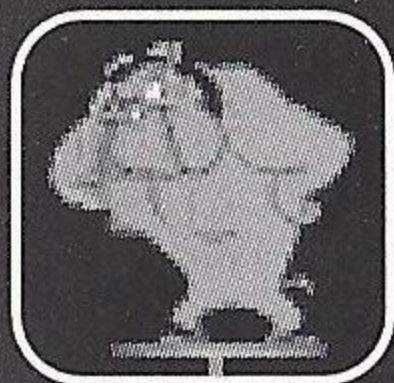


MARVIN THE MARTIAN - Briefly halts cards





ROAD RUNNER - Reverses card direction



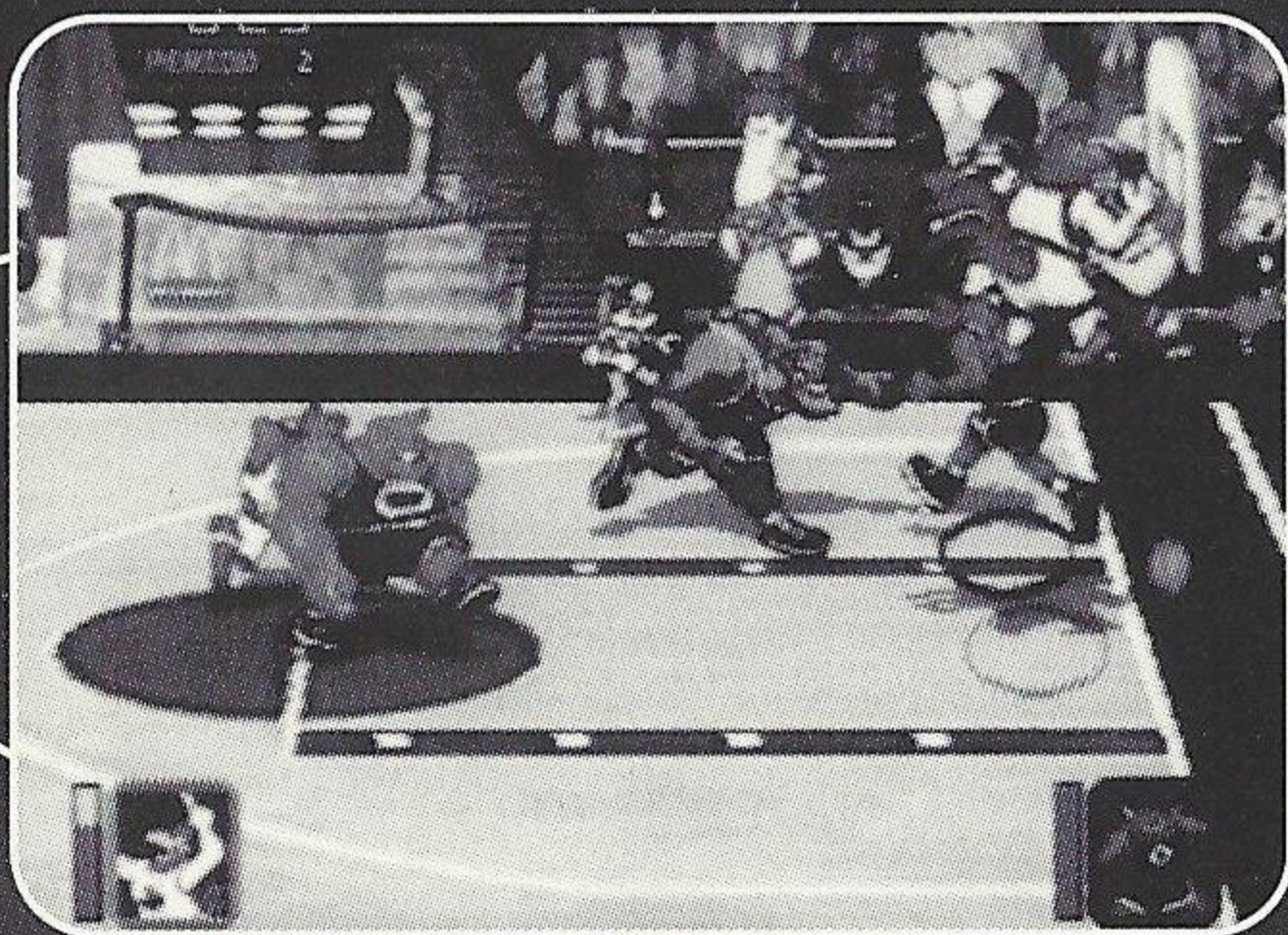
HECTOR - Lose up to 50 points!

BONUS TARGETS Watch for targets that swing down at random--that's where the big points are!

Hint: Keep the ball away from the lights--there's a penalty for busting them!

But there's no penalty for knockling down your opponent by passing the ball at them!

INTERGALACTIC TOURNAMENT



This tough five game Tournament features the Tune Squad against the Monstars. There are no substitutions. The Tune Squad is trying to win FIVE IN A ROW against the Monstars, who are trying to stop them. If you lose a game, it's back to the beginning of the Tournament. In the Intergalactic Tournament, Player 1 is automatically the captain of the Tune Squad, though up to 6 players can compete (you'll need a Team Player multi-player adapter to do so). As the Tune Squad, you select your team captain (Michael Jordan is not selectable) to take through



the Tournament, plus two new teammates before each game. The Monstars play dirty, and are not required to switch out players between games.

SAVING/LOADING TOURNAMENT GAMES

When you win an Intergalactic Tournament game, the Tune Sports Network appears, and you will have a choice of exiting to the Main Menu (Exit), continuing play (Continue), or saving your game (Save Game). Games and option settings are saved to the internal memory by default. If the internal memory is full and you have a Memory Cartridge inserted, the game will be saved to the Memory Cartridge.

- To save your game, select **SAVE** and press the **A** or **C** **BUTTON**. To exit the save screen without saving a game, highlight **Cancel** and press the **A** or **C** **BUTTON**. Select a game slot to save to and press the **A**, **C** or **START** **BUTTON**. Press the **B** **BUTTON** at any time to return to the Tune Sports Network, where you may then continue your Tournament (Continue) or Exit the game.
- If you save a game, the next time you enter the Intergalactic Tournament, you will have a choice of **Play Game** or **Load Game**. **Play Game** begins a new Tournament. **Load Game** will bring you to a screen displaying saved games. To play one, highlight it and press the **A**, **C** or **START** **BUTTON**.



LOONEY TUNES STATS

BUGS BUNNY

Height: 3'7" (4'10" including ears)

A cool, collected, carrot-chomping rabbit, Bugs can outsmart all of the Monstars on the court with never a "hare" out of place.

Speed 3

Shooting 3

Rebounding 2

LOLA BUNNY

Height: 3'6"

With moves as fluid as carrot juice, Lola has the skills to stand toe-to-toe with any Monstar and take the ball to the hoop with authority.

The "Heartthrob of the Hoops"

Speed 3

Shooting 3

Rebounding 1

TAZ

Height: 2'9"

The Tasmanian Devil whirls, twirls, and hurtles his way onto the court.

Let's just hope he doesn't eat the ball.

Speed 3

Shooting 3

Rebounding 2

DAFFY DUCK

Height: 3'4"

This is one mallard who's definitely out to win some high-paying endorsements.

The Monstars sum him up in one word: "despicable".

Speed 2

Shooting 2

Rebounding 1



FOGHORN LEGHORN

Height: 5'2"

This, I say, this is one Dixie Chicken with a high steppin' jump shot.

The blabberin' baron of the barnyard and the court.

Speed 1

Shooting 2

Rebounding 3

YOSEMITE SAM

Height: 2'10"

Watch out for this rootin', tootin', six-gun shootin', varmint-hunting prospector as he picks up the b-ball with his 10-gallon hat.

Speed 2

Shooting 3

Rebounding 1

ELMER FUDD

Height: 3'5"

Lucky for us, Elmer is a better basketball player than a hunter.

Speed 2

Shooting 2

Rebounding 2

SYLVESTER

Height: 3'3"

"Sufferin' succotash!" This is one cat that's not afraid of a little basketball (after a good meal, of course).

Speed 3

Shooting 2

Rebounding 2



WILE E. COYOTE

Height: 3'10"

As long as Wile E. sticks to his jump shot and doesn't pull out his bag of Acme tricks, he's a safe bet.

Speed 2

Shooting 2

Rebounding 3

PORKY PIG

Height: 3'2"

"Th-th-th-a that's a b-basket, folks!"

Speed 2

Shooting 2

Rebounding 1

PEPE LE PEW

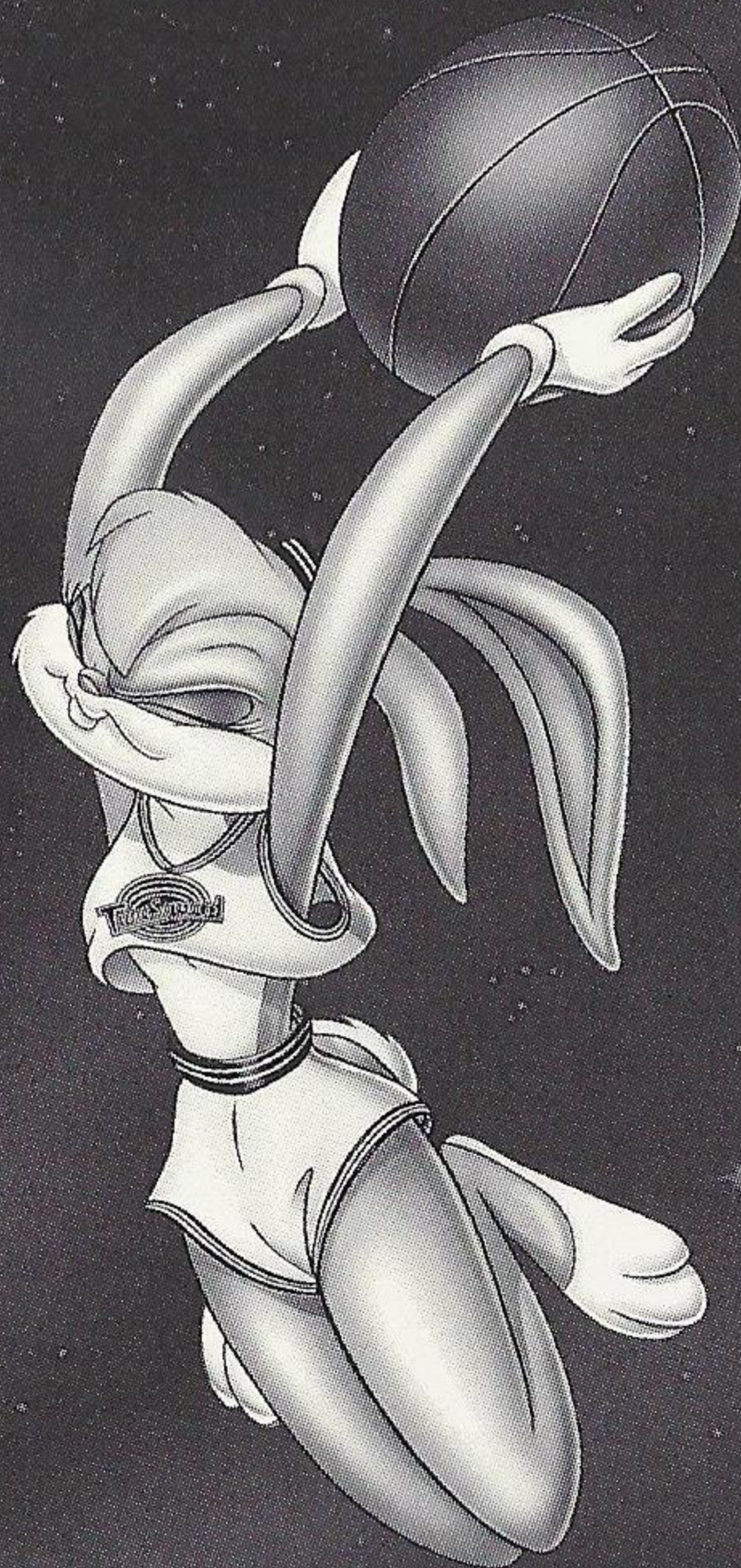
Height: 3'2"

This suave and debonair lover will sweep the ball off its feet with his loving charm.

Speed 2

Shooting 2

Rebounding 1



MICHAEL JORDAN'S STATS

Height: 6'6"

Perhaps the best human basketball player on Earth, Michael will need all his skills against the out-of-this-world antics of the Monstars!

Voted Most Valuable Player of the NBA four times:
1988, 1991, 1992, and 1996

Voted to ten NBA All-Star Games, 1985-93, and 1996.

Captured the League's scoring title for a record-eighth time in '96; Career scoring average of 32.0 ranks as the League's best--of all time!

Speed 3

Shooting 3

Rebounding 3



MONSTARS' CAREER STATS

BANG

Height: 12'2"

This nasty brute has plenty of power--lookout below!

Speed 1

Shooting 2

Rebounding 3

BUPKUS

Height: 13' 1/2"

Bupkus has a sense of humor that's truly awful. Watch out for his speed!

Speed 1

Shooting 1

Rebounding 3

BLANKO

Height: 17'9"

The tallest Monstar in the game, Blanko is tough to defend against!

Speed 1

Shooting 1

Rebounding 3

POUND

Height: 10' 3"

Pound for pound, Pound is the biggest mound of rebound!

Speed 1

Shooting 1

Rebounding 2

NAWT

Height: 6' 9"

Almost human in size, Nawt is still all-Monstar, so watch out!

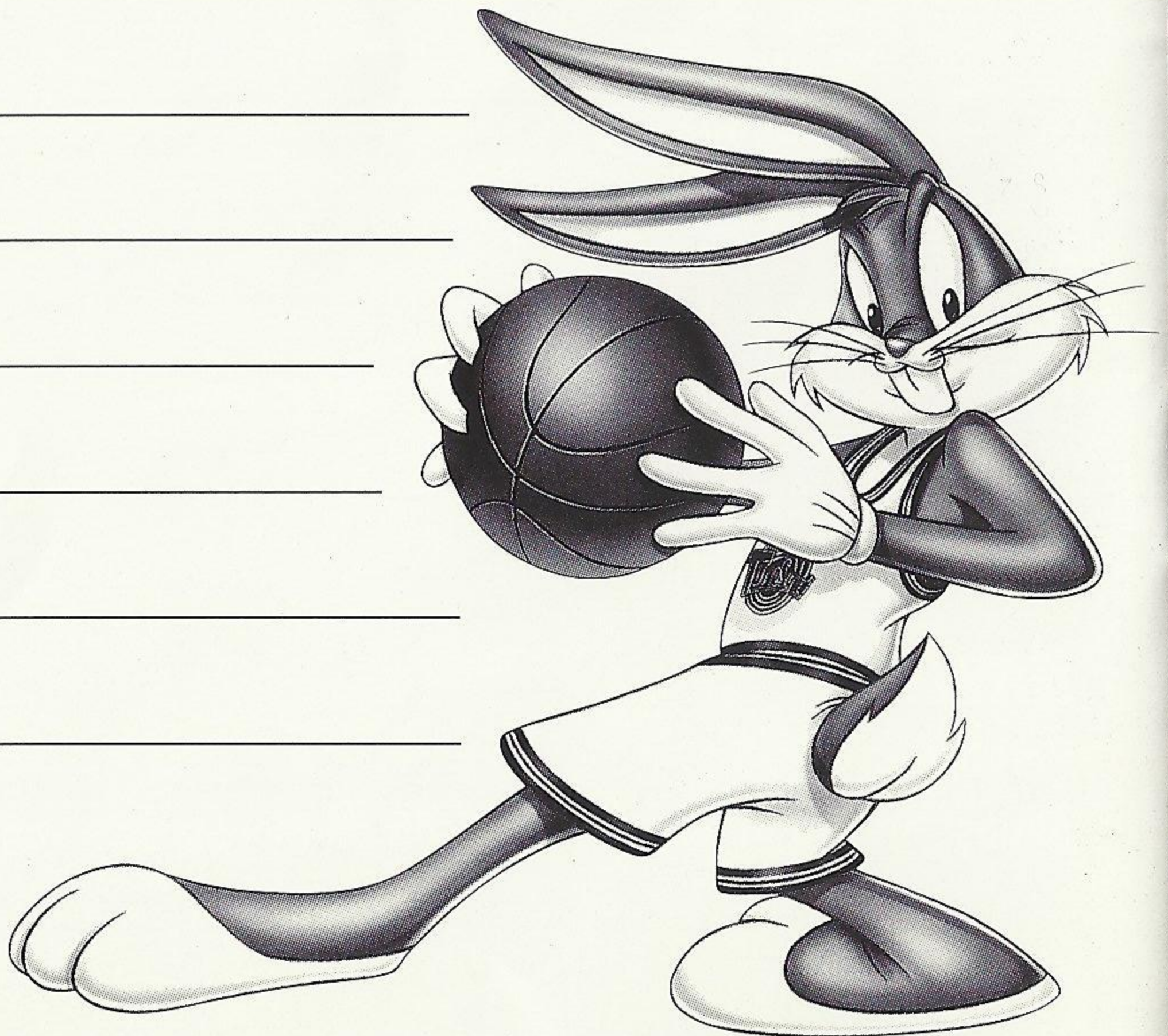
Speed 3

Shooting 2

Rebounding 1



A black and white cartoon illustration of Bugs Bunny holding a basketball. He is wearing a white jersey with a number 15 and a basketball logo. He has a confident, smug expression. The background is a series of horizontal lines, suggesting a notebook or a page from a book.



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Repairs/Service after Expiration of Warranty- If your game pak 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.

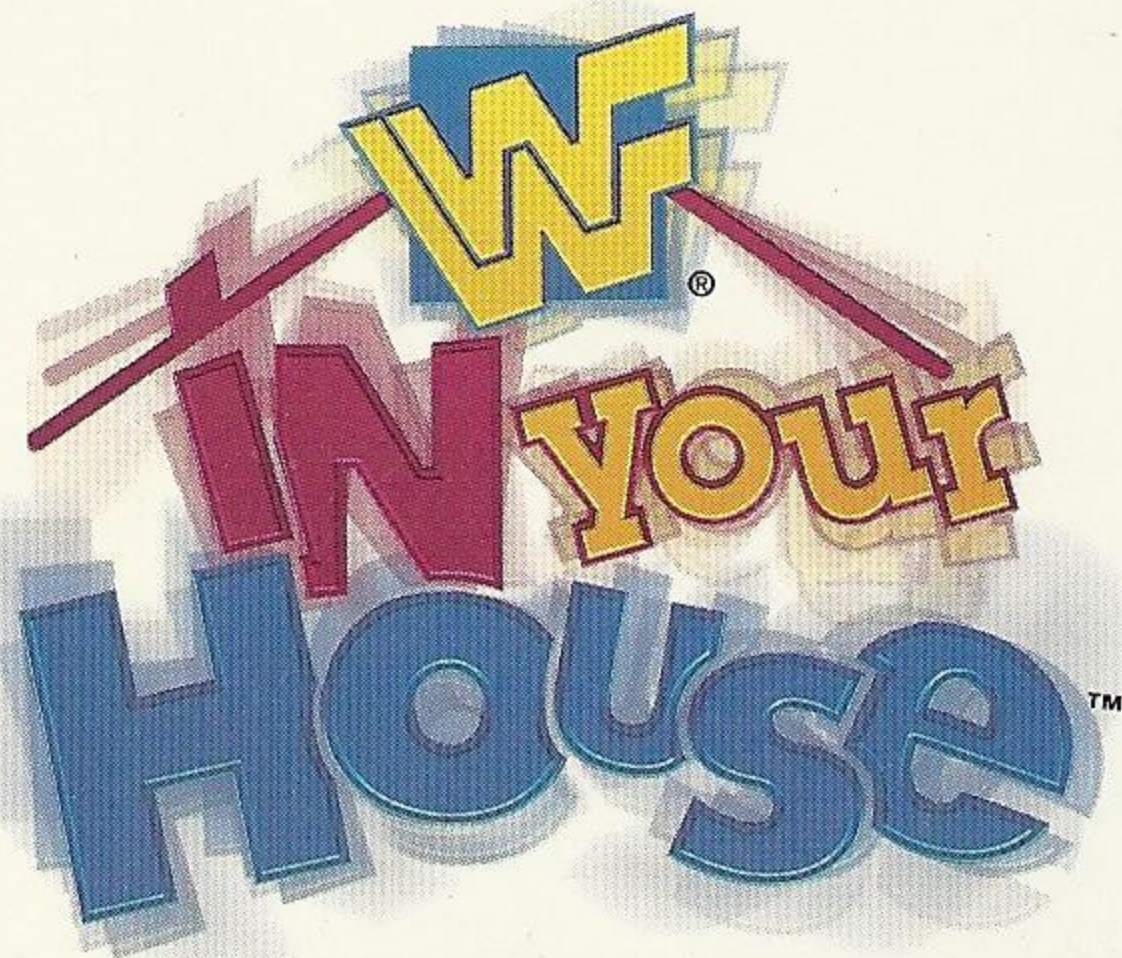
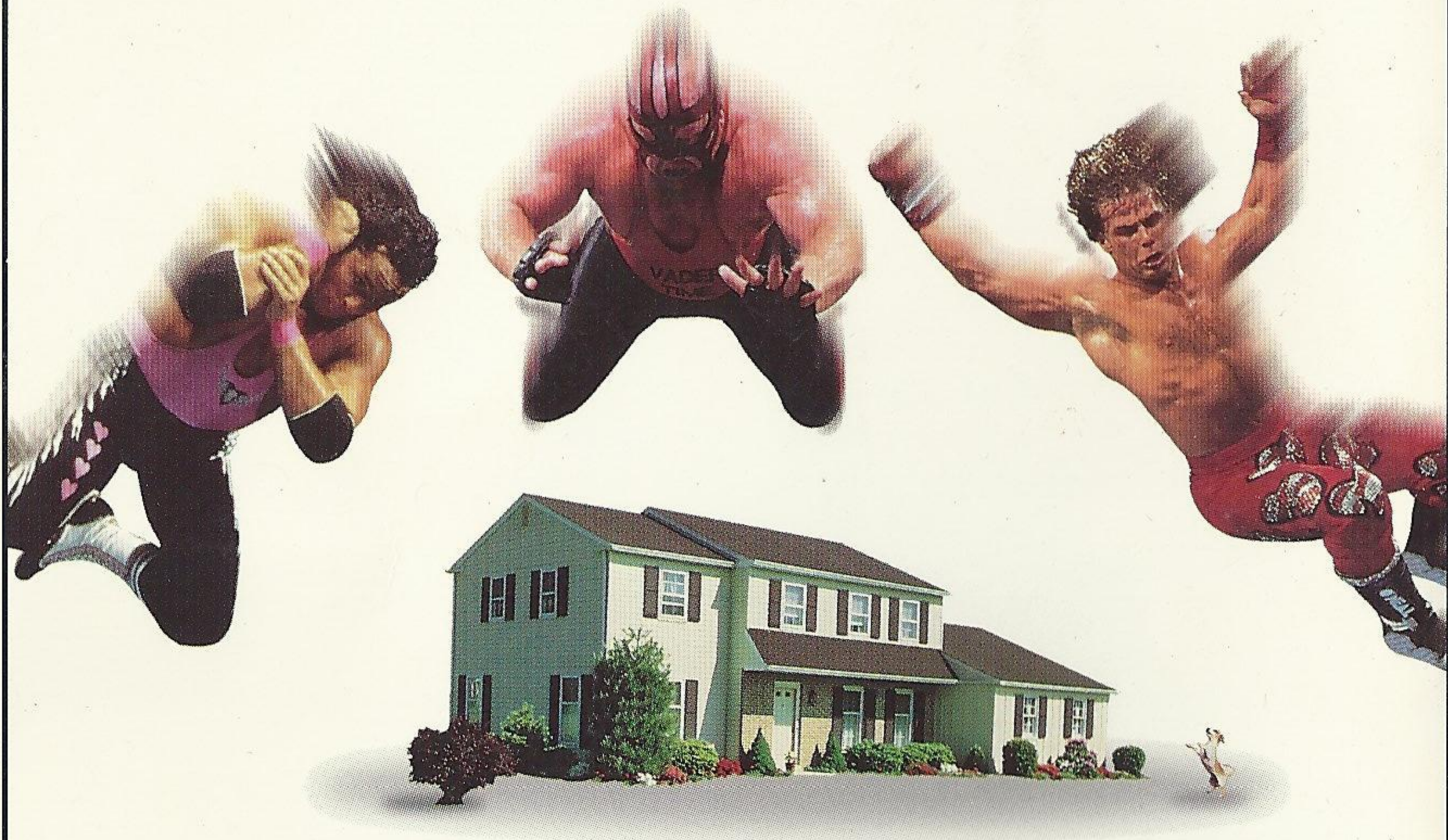
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LOOK FOR



THERE GOES THE NEIGHBORHOOD!

SEGA SATURN™



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