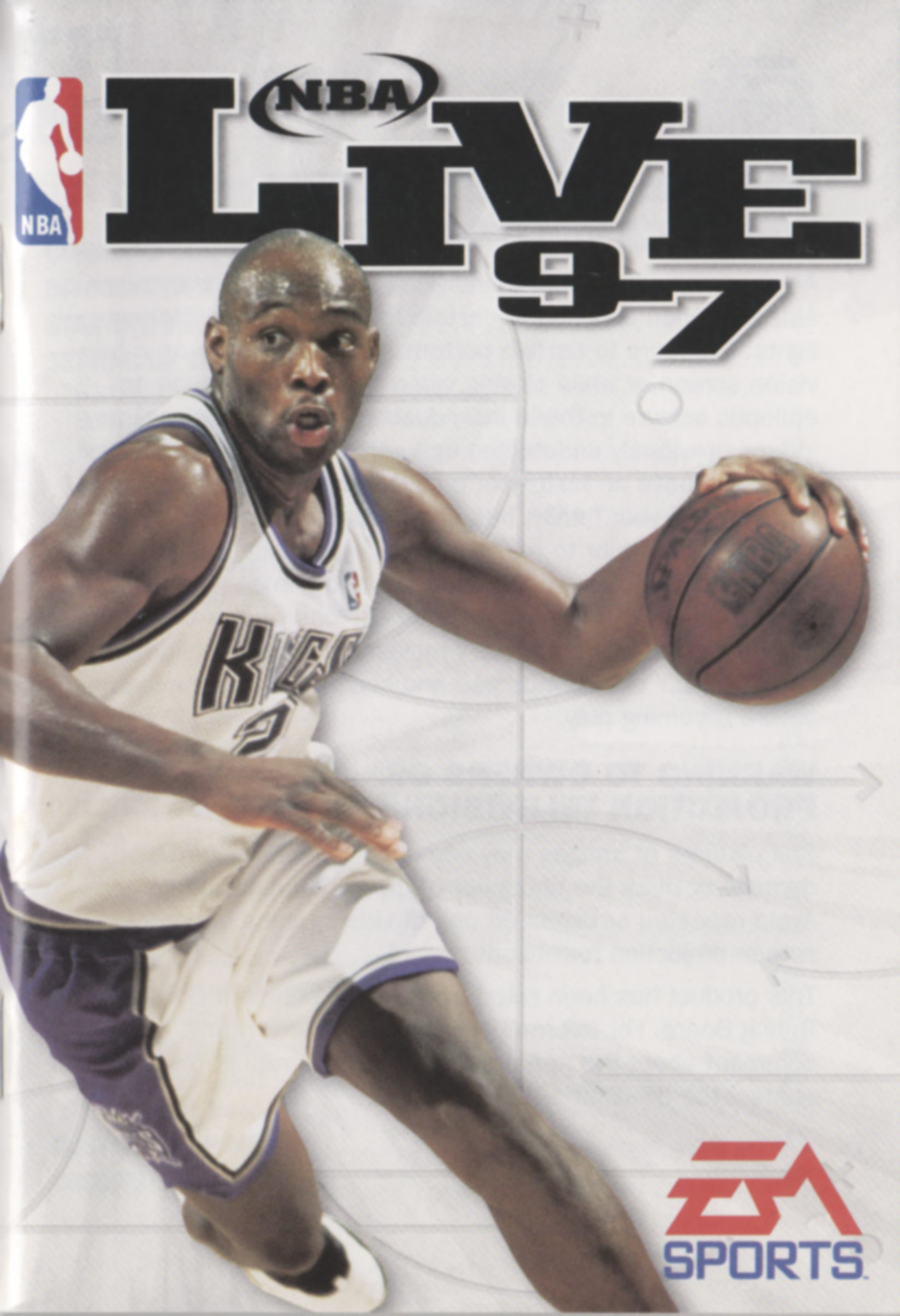
NBA
NBA LIVE 97
EA SPORTS

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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). 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.

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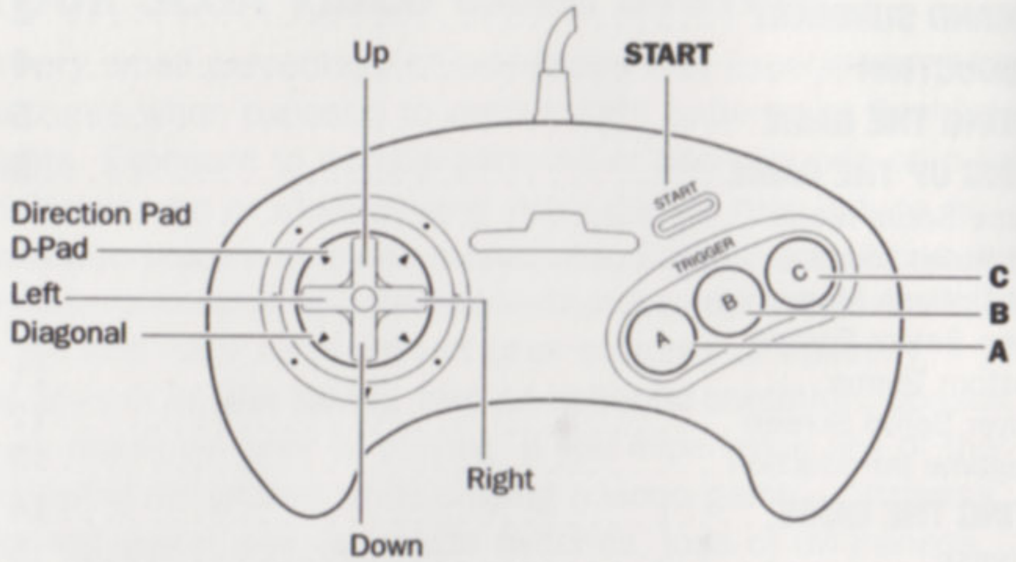
COMMAND SUMMARY



During Gameplay

Move player	D-Pad
Pause game	**START**
Turbo mode (burst of speed)	**A**

Offense – with the ball

Pass (D-Pad to choose receiver)	**B**
Shoot (press to jump; release to shoot)	**C**

- To execute a spin move or crossover dribble (if available), tap **A** twice.
- If you catch a pass when you are stationary in the low post, D-Pad to swivel on your pivot foot for post-up moves. To move normally again, press **A** + D-Pad.

Offense – without the ball

Switch players (D-Pad to choose Player)	**B**
Jump/Rebound/Tip-in	**C**

- If you don't press the D-Pad when switching players, you take control of the player with the ball (if the ball handler is human-controlled, you control the player nearest the ball).

Defense

Attempt steal (if MANUAL steal control selected)	**A**
Switch players (D-Pad to choose player)	**B**
Jump to rebound or block shot	**C**

Playcalling

Call offensive or defensive set/play corresponding to selected button	Hold **START** + **A**, **B**, or **C** (*or* press **X**, **Y**, or **Z** on 6-button controller)

Menu controls

Move highlight up/down	D-Pad ↕
Change highlighted option	D-Pad ↔
Continue	**START**
Return to previous menu	**START** + **B**
Select highlighted option; Toggle between home/visitor teams	**B**

✔ **Note:** To erase all saved data and reset the battery-backed memory to the original factory settings, select ERASE BATTERY from the Roster Setup menu. (See *Roster Setup Menu* on p. 41.)

INTRODUCTION

On every court, there are players and...everyone else. Players create. Players push the game beyond expected boundaries.

In the arena of interactive b-ball, there's only one player: *NBA Live 97*. Real 5-on-5 hoops, with all 29 NBA teams, complete rosters, and authentic strategy.

Take your man at the top of the circle with a spin dribble, then dish in mid-air when the big man cuts off the lane. Launch off the floor for a power slam. And before the ball is out of the net, call for a full court press, because you're still down a bucket.

Be a player. Play *NBA Live 97*.

- ❒ Exhibition, Season, and Playoff modes, with battery back-up and 1996-97 schedule.
- ❒ All 29 NBA teams, 2 All-Star teams, and 4 Custom teams.
- ❒ Real NBA players updated with complete 1995–1996 stats. (So put away that sports almanac; it's in the game.)
- ❒ New larger rendered player animations.
- ❒ New 2 on 2 and 3 on 3 Half Court modes, 3 Point contest, and Shoot Out contest.
- ❒ Ability to create and modify custom players.

About this Manual:

EA Tip Read EA TIPS for special hints and tips.

✔ **Note:** Read notes for important information.

STARTING THE GAME

1. Turn OFF the power switch on your Sega™ Genesis.™ **Never insert or remove a game cartridge when the power is on.**
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the *NBA Live 97* cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch. EA SPORTS™ and *NBA Live 97* title screens appear (if you don't see them, begin again at step **1**).
5. Press **START** after each screen to proceed to the Game Setup menu.

✔ **Note to 4 Way Play users:** Be sure to check 4 Way Play documentation for setup instructions.

SETTING UP THE GAME

GAME SETUP MENU

Use the Game Setup menu to choose game mode, rules, and difficulty settings. Different options become available depending on which mode is selected. The options for "normal" gameplay modes (i.e., Exhibition, Season, or Playoff) are listed below. For more information on Practice mode options, see *Practice Modes* on p. 30.

Menu Controls

To highlight options	D-Pad ↕.
To change the highlighted option	D-Pad ↔.
To activate the highlighted submenu or command	Press **B** (**B** is the primary action button in all menus.)

❒ When arrows appear on the screen, you can D-Pad in the direction of the arrow to see more information/options.

❒ Always check the Help Bar at the bottom of the menu screen for quick instructions.

To continue	Press **START**
To cancel and go back	Press **B** + **START**

✔ **Note:** In this manual, default menu options are listed in **bold** type.

MODE

EXHIBITION MODE: Play a single game with any NBA, All-Star, or Custom teams.

SEASON MODE: Start a new Season where you control 1–4 NBA teams. (See *Season Play* on p. 33.)

PLAYOFF MODE: Start a new Playoff tournament. (See *The NBA Playoffs* on p. 38.)

CONTINUE SAVED GAME: Continue a Season or Playoff saved in one of the two memory slots.

New 2 ON 2 *or* 3 ON 3 HALF COURT: Work on your individual skills in a competitive practice session with two or three players per side. (See *2 on 2 or 3 on 3 Practice* on p. 30.)

New 3 POINT CONTEST: Take your favorite shooter and try to drain three-pointers just like in the All-Star game. (See *3 Point Contest* on p. 31.)

New SHOOT OUT CONTEST: Take two shooters on the court to see who can score the most points. (See *Shoot Out Contest* on p. 32.)

RULES

ARCADE: Freeform basketball where the players never tire or get injured, and fouls and other violations aren't called.

SIMULATION: Absolute realism. Players tire, get injured, and foul out, and you must substitute accordingly.

CUSTOM: Use last Set Rules menu settings for rules and simulation options.

LEVEL

ROOKIE: It's easy to score, and the computer team isn't too hard on you.

STARTER: Average difficulty; the computer plays harder on defense.

ALL-STAR: Showtime! It's difficult to make steals or block shots, and the computer offense and defense are cranked to the max.

QUARTER	The length of a quarter can be set to **3**, 5, 8, or 12 MIN.
SET RULES	Go to the Set Rules menu. (See below.)
SET OPTIONS	Go to the Set Options menu. (See *Set Options Menu* on p. 9.)
ROSTER SETUP	Go to the Roster Setup menu to create and edit players or make trades and other roster changes. (See *Roster Setup Menu* on p. 41.)
TOP USERS	Display the stats of the top users of the game.

SET RULES MENU

Use this menu to set custom rules and simulation options. Default (Arcade) settings are listed in **bold**.

DEFENSIVE FOULS	This slider (**OFF** by default) sets defensive foul sensitivity. As the bar is filled, more fouls are called.
CHARGING	Sets offensive charging sensitivity (**OFF** by default).
FOUL OUT	Set player foul outs from 2–8 or turn **OFF**. In NBA play, players are ejected after their sixth foul, but you can adjust the number to suit your play style and period length.
OUT OF BOUNDS	Toggle out of bounds calls ON/**OFF**.
BACKCOURT	Toggle backcourt calls ON/**OFF**.
TRAVELING	Toggle traveling calls ON/**OFF**.
GOALTENDING	Toggle goaltending calls ON/**OFF**.

3 IN THE KEY	Toggle three second calls ON/**OFF**.
SHOT CLOCK	Toggle 24 second shot clock ON/**OFF**.
INBOUND CLOCK	Toggle 5 second inbound clock ON/**OFF**.
HALF COURT CLOCK	Toggle 10 second backcourt clock ON/**OFF**.
INJURIES	Turn player injuries ON/**OFF**. When Injuries are ON, every time a player gets knocked down there is a slight chance he will be injured. In an Exhibition game, an injured player is only affected during the current game. In Season or Playoff mode, he is out for 1–7 games.
FATIGUE	Toggle player fatigue ON/**OFF**. When ON, players tire and you must substitute accordingly.

SET OPTIONS MENU

Set sound and control options. Default settings are listed in **bold**.

MUSIC	Toggle the music that plays during menu screens **ON**/OFF.
SF/X	Toggle game sound effects **ON**/OFF.
CROWD	Toggle crowd sound **ON**/OFF.
COMPUTER ASSIST	Toggle Computer Assistance ON/**OFF**. When ON, the computer increases the statistical percentages of the team that's behind to help them get back in the game.
SLOW MOTION	Toggle automatic slow motion for

DUNKS	spectacular slams ON/**OFF**.
PLAYER STAR	Toggle the identifier under a player's star between player **POSITION** or jersey NUMBER.
SHOT CONTROL	Toggle shot control between **MANUAL** and AUTO. In MANUAL mode, the chance the shot will go in is determined by the distance, angle, and release point of the shot. In AUTO mode, the shot's probability is determined by the NBA player's statistics and attributes rather than player control.
STEAL CONTROL	Toggle between **AUTO** or MANUAL. When set to MANUAL, press **A** to steal.
ON-SCREEN HELP	Toggle onscreen help messages **ON**/OFF. When ON, an overlay at the bottom of the screen lists the button options for the current menu screen.

TEAM SELECT SCREEN

The Team Select screen appears before every Exhibition game. The visiting team is displayed on the left side of the screen, and the home team appears on the right. Team ratings appear below the team names.

- To toggle the highlight between the home and visitor teams, press **B**.
- To change the highlighted team, D-Pad ↔ to cycle through the NBA, All-Star, and Custom teams.
- To sort the teams by rating, highlight a rating then D-Pad ↔ to cycle through teams as sorted by that rating.

- To go to the Team Info screen to view information for the highlighted team, select TEAM INFO.

TEAM INFO OPTIONS:

To cycle through NBA teams	D-Pad ↔
To change the home or visiting team to the currently selected team	Press **START**

- When prompted to confirm your choice, select NO (cancel) or YES (confirm).
- Press **START** to continue. The Player Setup screen appears.

CUSTOM TEAMS

In *NBA Live 97*, you get four Custom teams that you can populate with players from the rosters of 29 NBA teams or the Free Agents pool. Custom teams can only be used in Exhibition games, and have dashes around their names and ratings to differentiate them from NBA teams.

To play with a Custom team:

- Select any of the four Custom teams (SLAMMERS, BLOCKERS, JAMMERS, or STEALERS) from the Team Select screen. Press START, and the Custom Team screen appears.

To change the players on the Custom roster:

1. Highlight the player you want to change, and press **B**. The bottom of the screen changes to list the starting players for an NBA team.
2. Press **A**/**C** to cycle through the NBA teams.

3. Highlight a player from an NBA team and press **B** to replace the original player with the highlighted player. You return to the roster of the Custom team.

✔ **NOTE:** The first time you select a Custom team, all the roster slots are empty. You must fill at least 9 roster slots before you can exit from the screen.

PLAYER SETUP SCREEN

A Controller icon for each of the Controllers that can be plugged into the system appears on this screen. Up to four competitors may play if a 4 Way Play™ adapter and four Controllers are attached. In addition to selecting the team each player controls, you can create and select user names so your user stats can be tracked. Up to 10 user names can be stored.

- To change the setting for your Controller, D-Pad ↔ to position the controller symbol under either team to select that team, or in the middle to select computer control.
- To cycle through user names, D-Pad ↕. Press **START** to select the highlighted name.

- When all players have selected their user names, press **START** to continue. The pregame introduction screens appear.

To delete an existing name:

- Highlight a user name and press **A** + **C**.

To enter a new player name:

1. Highlight START NEW and press **START**. After all active players have pressed **START**, the Enter User Name screen appears.
2. D-Pad to highlight a letter, and then press **B** or **C** to select it.

- To delete a letter, press **A**.
- When you've entered the last letter, highlight DONE and press **B** to enter the name. Press **START**, and the pregame introduction screens appear.

PREGAME INTRODUCTION

Before the game, the pregame introduction screens set the stage for the basketball action to follow. First, the Game Introduction screen announces the teams and home court.

- Press **START** to continue. The Team Matchup screen appears.
- The Team Matchup screen compares the two teams. One to five balls indicate strength in each of five categories (SCORING, REBOUNDS, BALL CONTROL, DEFENSE, and OVERALL). Press **START** to continue. The starting players from both teams are introduced.
- Press **START** to go directly to the tip-off.

The Tip-off

Every game starts with a tip-off between the centers.

- To jump for the tip-off, press **C**.

PLAYING THE GAME

You control the man over the circle/star symbol. On defense, your man has a circle; on offense a star. Depending on which Controller you're using, the symbol has a different color:

Player 1	Red
Player 2	Blue
Player 3	Green
Player 4	Yellow
Computer	Gray

If your player is offscreen, an arrow the same color as your control symbol points toward him from the edge of the screen. D-Pad in the opposite direction to bring him back onscreen.

Just like in the NBA, offense and defense require different skills in *NBA Live 97*. While the D-Pad is always used to move your player, the buttons have different functions on offense and defense. Learn the controls first, then you can focus on your basketball skills and strategy.

EA Tip When your player's control symbol is pulsing, he's on a hot streak, and his attributes are temporarily boosted.

OFFENSE

Moving With and Without the Ball

- Press the D-Pad in the direction that you want to move. You continue to move and dribble as long as you hold down the D-Pad. When you release the D-Pad, you stop moving, but maintain your dribble.
- Once you leave your feet to shoot you must release the ball before you land, or the refs call traveling.
- To run faster, hold down **A** while moving. This kicks you into Turbo mode, where you may be able to catch another player from behind or make a lightning drive to the bucket.

EA Tip When FATIGUE is ON, Turbo mode wears out your players in a hurry, so use it sparingly.

- To perform post-up moves, you must catch a pass when you are stationary in the low post area. When you press the D-Pad, the player swivels on his pivot foot rather than running and dribbling. To move normally again, press **A** + D-Pad.

Passing

- To pass to the closest receiver, press **B**.
- To retain control of the passer (perfect for give and go plays), hold **B** until the receiver catches the ball.
- To pass to a specific player, use the D-Pad to aim the pass while pressing **B**.
- To call for a pass when you don't have the ball, press **C**. If a computer-controlled player has the ball, he passes it to you. If your buddy has the ball, **C** has no effect.

- To throw an alley-oop pass, throw the ball to a player with a clear path to the basket. If he is in a position to jump for an alley-oop (and has the ability to make the play), an alley-oop is automatically executed.

EA Tip Since you can throw the ball faster than you can run, passing is the quickest way to move the ball on the court.

Shooting

Players shoot differently depending on who and where they are. For instance, when shooting from the outside, the player will try a jumpshot. Closer in, and he may try a hook shot. Near the hoop he'll try one of a variety of slams (assuming he can slam) or layups.

- To shoot, press and hold **C**. Release the ball at the top of your jump by releasing the button.
- To fake a shot, tap **C**.

EA Tip You'll shoot more accurately if you get your feet set before you shoot and release the ball at the top of your jump.

✔ **Note:** If the SHOT CONTROL setting in the Set Options menu is set to AUTO, simply press **C** to shoot—how long you hold the button doesn't affect the shot.

EA Tip If you press **B** before your player shoots, you can still pass the ball after you leave your feet to shoot.

Rebounding and Tip-ins

When you don't have the ball, you can crash the boards. If your player has good position, he automatically tries to tip the ball back in the basket.

- To jump to grab a rebound or tip the ball in, press **C**.

24 Second Shot Clock

From the moment you gain possession of the ball, you have 24 seconds to get off a shot that hits the rim. Each time the ball hits the rim or a change of possession occurs, the clock is reset. The 24 second clock appears at the bottom left of the screen when there are 10 or fewer seconds left.

- If you don't get a shot off before the 24 second clock expires, the refs call a shot clock violation, and the other team gets possession.

DEFENSE

Defense wins games. Period. You can score all day, but you won't win many games unless you can stop the other team.

Switching Defenders

You can switch to the defender nearest the ball at any time, assuming he isn't controlled by another human player.

- To take control of the defender closest to the ball (between the ball and basket), press **B** (without pressing the D-Pad).
- To take control of a specific defender, D-Pad in the direction of the defender and press **B**.

EA Tip Your first order on defense is to stop the ball, so get a man on the ballhandler before he reaches the top of the key.

Steals

NBA Live 97 now gives you the choice of AUTO or MANUAL steal control in the Set Options menu (see p. 9).

- When MANUAL steals are selected, tap **A** when near the ballhandler to try for a steal.
- When AUTO steals are selected, position yourself in front of the ballhandler. Your player automatically tries to reach in and steal the ball.

EA Tip You have to be close to the man with the ball to pull off a steal, but don't get too aggressive, or you may get whistled for a foul.

Shot Blocking and Rebounding

Just as players shoot differently in different situations on offense, defensive players react differently when they jump on defense. If you jump near a player who's shooting, your player tries to block the shot. If you jump near a ball coming off the rim, your player tries to pull in the rebound.

- To jump to reject a shot or work the glass, press **C**.

EA Tip Don't jump for the ball too quickly after a shot, or you may get called for goaltending.

INFRACTIONS

When the refs spot an infraction on the court, they blow the whistle to stop play, and the violation is displayed onscreen.

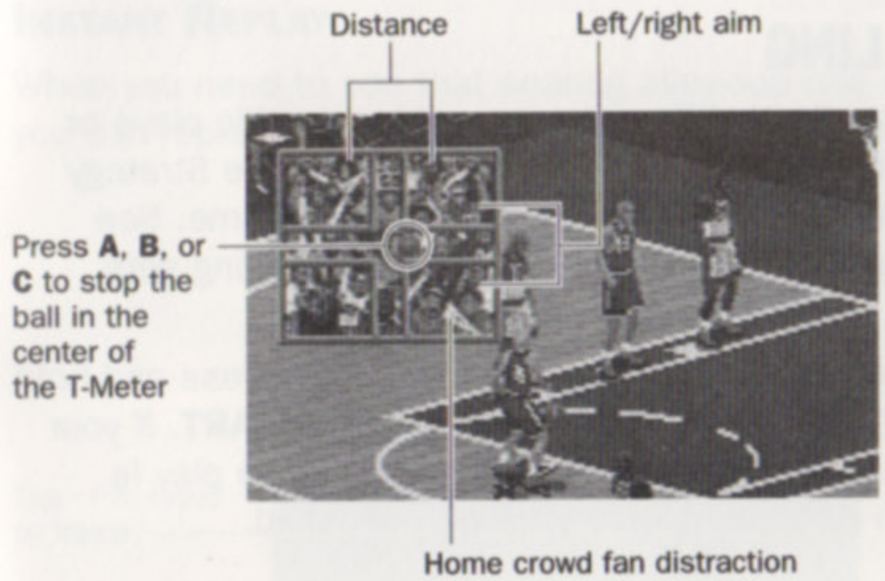
Fouls

Players get to take free throws as follows:

- When a player is fouled after the defense commits 5 or more team fouls in a quarter, the fouled player gets 2 free throws. Offensive fouls don't count as team fouls.
- When a player is fouled in the act of shooting, he goes to the line. The basket counts if it is good, and the player gets one free throw. If the shot missed, the player gets two free throws (three if he was fouled while shooting a three-pointer).
- After a flagrant foul, the fouled team gets two free throws plus possession of the ball.
- When a player fouls out, press **START** to continue, and the computer automatically subs in a new player.

Free Throws

Use the T-Meter™ to aim your shots from the free throw line.



The ball moves left/right on the horizontal bar to control the left/right accuracy of your shot.

- Press **A**, **B**, or **C** when the ball is in the center of the bar to aim your shot.

The ball moves up/down on the vertical bar to control the distance of your free throw.

- Press **A**, **B**, or **C** when the ball is in the center of the vertical bar. The player shoots the ball. Normal play resumes after the final free throw.

The speed the basketball cursor travels on the bars of the T-Meter is controlled by the player's Free Throw rating—the better the rating, the slower the ball travels. Just don't wait too long to shoot, or the meter speeds up!

***EA* Tip** When the visiting team shoots free throws, the home team player(s) can rapidly press **A** or **C** to animate the crowd background, making it harder for the shooter to concentrate on the T-Meter.

PLAYCALLING

You can assign three different sets and/or specific plays or Quick Plays for both offense and defense from the Strategy menu, and then call them on the fly during the game. See *Strategy Menu* on p. 25 for instructions on selecting sets and plays.

- To call the set/play assigned to **A**, **B**, or **C**, press and hold **START**, then press **A**, **B**, or **C** and release **START**. If your team has possession of the ball, an offensive play is called; on defense, a defensive play is called.

- Follow the steps from the animated diagram to execute the play. Computer-controlled players will move as outlined on the diagram, but you must control the actions of the ballhandler.

***EA* Tip** The plays and sets are guidelines, but NBA players aren't robots—you make the play happen. We've drawn the X's and O's, but it's up to you to orchestrate your team.

PAUSE MENU

The Pause menu appears whenever you press **START** during a game. You must pause the game to call a time out, make a substitution, or choose from other menu options. The TIME OUT and SUBSTITUTION options are not always available—for instance, you can make a substitution only when the play clock is stopped. When options are dimmed, they cannot be selected.

Instant Replay

When you need to see that soaring alley-oop one more time, you can replay the last few seconds of game action.

- To move the replay camera to lock onto a player or the ball, hold **B** and D-Pad in any direction. A cross appears over a player when the camera is locked on him.
- To toggle between normal and reverse angle, press **A** + **B**.

Time Outs

You can pause the game at any time, but you must have possession of the ball to call a time out. The number of time outs remaining is listed after TIME OUT in the Pause menu. Each team gets 7 time outs per game. (If you call a time out after your 7 are exhausted, a technical foul is called and the other team shoots a free throw—but the clock is stopped.)

To call a time out:

- Select TIME OUT from the Pause menu. The SUBSTITUTION option becomes available if it wasn't already.

Substitution

You can make player substitutions when the play clock is stopped: between periods, by a time out, or by a violation such as a foul or out of bounds. When the clock is not stopped, the SUBSTITUTION option isn't available.

To make a substitution:

1. When the clock is stopped, select SUBSTITUTION from the Pause menu. The Substitution screen lists the 5 players currently in the game.

- To cycle between game stats, attributes, 1995–96 stats, and quarter stats, press **A/C**.
- To cycle through the available stats/ratings for the players, D-Pad ↔.

2. To highlight a player for substitution, D-Pad ↕.
3. To substitute for the highlighted player, press **B**. A screen listing the available bench players appears.
4. Highlight a player, and press **B** to insert that player into the lineup.

EA Tip Track the STAMINA bar for your players throughout the game—when a player's stamina gets below 65, sub for him as soon as possible.

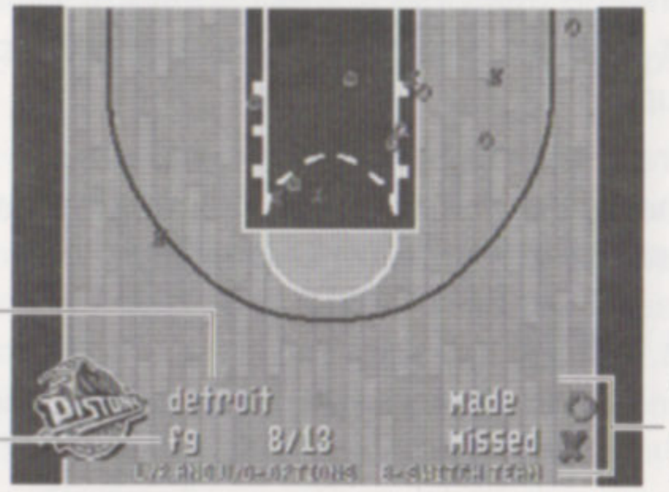
Statistics Menu

View stats for the current game or, if available, the current series.

PLAYER STATS	Go to the Player Stats screen to view statistics for NBA players. The team you control is shown by default.
TEAM STATS	Go to the Team Stats screen to view both teams' statistics for the current game.
USER STATS	Go to the User Stats screen to view stats (sorted by Controller) for all human players participating in the current game.
TEAM and LEAGUE LEADERS	(Series mode only.) View team and individual player statistical leaders.
TOP USERS	Cycle through stats for the top human users.

Shot Chart

View a shot chart showing made (O) and missed (✘) shots.



Cycle between Team, User, and individual Players

Cycle between all FGs, 2 Point, and 3 Point shots

Toggle MADE and MISSED shots ON/OFF

➪ To switch to the other team, press **B**.

Strategy Menu

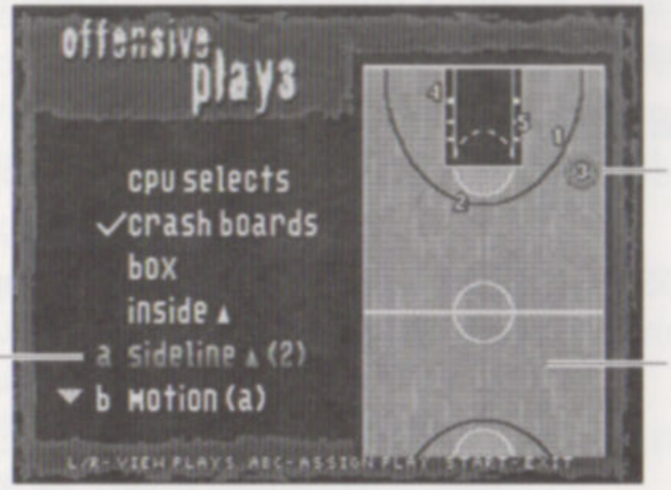
OFFENSIVE PLAYS

Go to the Offensive Plays menu to select offensive sets, plays, and strategy. You can have the computer automatically choose sets and plays, or you can choose three sets/plays to call during the action.

CPU SELECTS	Toggle auto playcalling **ON** (✓)/OFF (no check). When ON, the computer chooses offensive sets and plays automatically (but you can still call your own plays when you want). When set to OFF, you call all your plays manually, and any play or set you call is run until you call another.
CRASH BOARDS	Go after offensive rebounds aggressively if ON, and get back on defense if **OFF**.

OFFENSIVE SETS AND PLAYS

Seven offensive sets are available in *NBA Live 97*, and each set contains a number of plays.



Ball

Press **A**, **B**, or **C** to assign highlighted play to button

Animated play diagram

➪ To cycle through the plays for the highlighted set, D-Pad ↔.

As you select plays, the animated diagram on the right displays the motion of the players and the ball. In the diagram:

1	Point Guard	**2**	Shooting Guard
3	Small Forward	**4**	Power Forward
5	Center	①	Player with the ball

The first play in each set has an "(a)" for Automatic after it. When an Automatic play is selected, the computer randomly chooses a play from that offensive set, and then keeps calling plays from that set until another set or play is called. If you select a specific play (i.e., any play other than "(a)"), that play is run until another is called.

➪ To select the highlighted set/play and assign it to a button, press **A**, **B**, or **C**. The selected play is assigned to that button, and any other play assigned to that button is cleared.

➪ To call the appropriate play during the game, press **START** + **A**, **B**, or **C**.

✔ **NOTE:** If you're using a 6 button controller, you can use the **X**, **Y**, and **Z** buttons to assign and call plays rather than **START** + **A**, **B**, or **C**.

DEFENSIVE SETS

Go to the Defensive Sets screen to select defensive sets and options.

CPU SELECTS	When set to **ON** (✓) the computer selects defensive sets automatically. When set to OFF, any defensive set you call is maintained until you call a different set.
PRESSURE	Select L (low), **M** (med), or H (high) defensive pressure. Higher pressure may lead to more steals, but also more fouls.

DEFENSIVE SETS

Five defensive sets are available, including man-to-man and trapping sets. The clipboard diagram on the right side of the screen shows the alignment for the highlighted set. Sets are selected and called in the same manner as offensive sets, except that there are no individual plays—only basic sets.

OFF. QUICK PLAYS

In the NBA, a basic play such as a pick and roll between a point guard and a power forward can be the cornerstone of a team's offensive success. In *NBA Live 97,* you can call your own NBA-style Quick Plays on the fly. Quick Plays differ from standard plays in that they are quick, simple, and can be run from any set (but do not alter the set).

Quick Plays are selected and called in the same manner as plays, and any button assigned to a Quick Play overwrites any other offensive set or play assigned to that button. The diagrams show a typical situation in which the Quick Play can be called. However, the plays will execute differently depending on which player calls the play and where the player is located on the court. Experiment for best results.

DEF. QUICK PLAYS

The two Defensive Quick Plays let you stop the clock with a foul or double-team the ballhandler without altering your basic defensive set.

INTENTIONAL FOUL	Computer players try to foul the ballhandler to stop the clock.
DOUBLE TEAM	Computer players try to double-team the ballhandler.

DEFENSIVE MATCHUPS

Go to the Defensive Matchups screen.

1. To select the highlighted player, press **B**.
2. To change the opposing player the selected player guards, highlight the player you want to guard, and press **B** again. The player who was guarding the man you selected now guards your original man.

➪ To toggle double-teaming Y/**N** for the highlighted player, D-Pad ↔. When set to Y, the computer-controlled defensive players try to double-team the player when he has the ball.

SUBSTITUTIONS

Toggle between **AUTO** and MANUAL player substitution. When set to AUTO, the computer subs for tired players automatically. When the computer substitutes, an overlay appears on the game screen—press **START** to continue.

AUTO SUB NOTIFY

Toggle notification of automatic player substitutions **ON**/OFF.

PLAY NOTIFY

Toggle notification of playcalling **ON**/OFF. When ON, an overlay on the game screen lists the play being called.

PLAY OPTIONS MENU

Jump to the various options menus or quit the game in progress.

RULES	Cycle between ARCADE, SIMULATION, and CUSTOM rules settings.
SET RULES	Go to the *Set Rules* menu (p. 8) to change rules and simulation options.
SET OPTIONS	Go to the Set Options menu (p. 9).
PLAYER SETUP	Change controller options (but not your user name). (See *Player Setup Screen* on p. 12.)
LOCK POSITIONS	Set position options for each controller. **UNLOCKED** means that you can control any player; selecting an individual position means that you always control that player and can't control any other position. This is very cool if you want to avoid confusion in multiplayer games or just want to always "be" your favorite player. To set the Lock options for your controller, D-Pad ↕.
EXIT GAME	Go to the Exit Game menu. Select EXIT GAME to exit the game; select CANCEL to return to the Play Options menu. In Season or Playoff mode, you have the option to exit the entire series as well as the current game. Stats for the game in progress aren't stored if you exit.

END OF THE QUARTER/HALF/GAME

END OF THE QUARTER

The buzzer sounds, play stops, and the score is displayed. Press **START**, and the Game Statistics screen appears. Press **START** to continue, and the teams return to the floor. Both teams can make substitutions during quarter breaks.

END OF THE HALF

After the score is displayed, the Game Statistics screen appears. (To view additional stats, D-Pad ↔.) Press **START** to continue after each screen, and the Key Players from each team are listed, followed by a trivia question. (The answer is given after the third quarter.) When play resumes, all uninjured players regain most, if not all, Stamina.

END OF THE GAME

After the final buzzer, the final score is displayed. Press **START**, and the Game Statistics are displayed. Press **START** after each screen, and the stats of the Player/User of the Game are displayed. Next, the Postgame menu offers stats and replay options. When you're through looking at the screens, press **START** to go to the Game Setup menu.

PRACTICE MODES

A new feature in *NBA Live 97* is the ability to set up 2 on 2 or 3 on 3 Half Court games and 3 Point or Shoot Out contests. Use these "mini-games" to sharpen your skills or get a little quick and dirty competition going.

2 ON 2 OR 3 ON 3 PRACTICE

Selecting either of these modes from the Game Setup screen starts a halfcourt practice game to a specified number of points. Arcade rules are in effect, so don't look for the refs to bail you out with a call when you get fouled on the way to the hoop.

- To set the number of points, cycle the POINTS option on the Game Setup menu before proceeding. The first team that reaches the specified number of points with a two point lead wins.
- Select **LOSER'S OUTS** to let the other team inbound the ball after a basket or WINNER'S OUTS to give the ball back to the team that makes a bucket. Winner's outs make it easier to get on a run; loser's outs ensure a more balanced game.
- Select 1 AND 2 POINT or **2 AND 3 POINT BASKETS** to set the scoring for normal shots and shots from behind the 3-point line.
- When you continue from the Game Setup screen, the 2 on 2 (or 3 on 3) Setup screen appears. To cycle through teams, press **A/C**; to cycle through players for the highlighted position, press ↔.

- Press **START**, and the Player Setup screen appears. Select controller options as normal, and the game begins.
- You can make player substitutions before the ball is inbounded after a basket or infraction.
- The ball must be cleared beyond the 3-point line after every change of possession. A tone and screen message signal successful clearance.
- The first team to the specified point total wins the game.

3 POINT CONTEST

The goal of the 3 Point Contest is to nail as many 3-pointers as possible within a specified time. There are 5 racks of 5 balls spread around the 3-point arc. Each bucket counts for one point, except for the last ball in each rack—sink the "bonus ball," and you get two points (three points if 2 AND 3 POINT BASKETS is selected).

- To set the number of players (1–8), the time each shooter gets (60–90 seconds), or the point value for baskets, cycle the appropriate options from the Game Setup menu before proceeding. The 3 Point Setup screen appears.

From the 3 Point Setup screen:

- To cycle through teams, press **A/C**.
- To cycle through players for the selected team, press ↔.
- To cycle controller options for the highlighted player, press **B**.

On the court:

- To grab the next ball off the rack, press **A**.
- To jump and start your shot, press **B**.
- To release your shot, press **C**.

- After your player shoots the fifth ball in each rack, he automatically moves to the next rack.
- After a shooter finishes, press **START** to bring on the next contestant.
- Start your next shot as quickly as possible after releasing your last shot—the clock is ticking down, and you don't want to run out of time before you get a chance to launch the last bonus ball.
- If more than two players are entered in the contest, multiple rounds are used to eliminate the shooters with the lowest scores at the end of each round.
- At the end of the contest, you have the option to PLAY AGAIN with the same player(s), return to the 3 Point Setup screen to SELECT NEW PLAYERS, or EXIT GAME.

SHOOT OUT CONTEST

Two players take the court for an old-fashioned shootout. There are two Shoot Out modes: Timed (the player with the most points at the end of time wins) or Points (the first player to the specified total wins).

- Select a **TIMED** or POINTS GAME from the Game Setup menu, then choose a length or points total to play to.
- Select **2 AND 3 POINT** or 1 AND 2 POINT BASKETS to set the scoring for normal shots and shots from behind the 3-point line.
- When you continue from the Game Setup screen, the Shoot Out Setup screen appears. Select players and control options in the same manner as the 3 Point Setup screen described above.
- Press **START**, and the game begins.

EA Tip Try to score points as quickly as possible. Shoot rapidly, and Turbo run to the ball to gather your rebounds. The two players can't interfere with each other, so don't even try.

EA Tip Weigh the benefits of shooting a 3 vs. the risk of missing the shot and then losing time running down the rebound.

- In a POINTS game, you must win by two points.
- In a POINTS game, the Shoot Out Summary screen lists the winner's time and the estimated time it would have taken the loser to reach the point total.
- After the contest, you have the option to PLAY AGAIN with the same players, return to the Shoot Out Setup screen to SELECT NEW PLAYERS, or EXIT GAME.

SEASON PLAY

You can take from 1–4 teams through an entire season in *NBA Live 97* and play your way right on to the NBA Playoffs and the Finals. Two memory slots for saving season or playoff series (including stats) are provided, so you can save and resume your season at your leisure.

STARTING A SEASON

1. From the Game Setup menu, select SEASON from the MODE option.
2. Set up the remaining options, then press **START**. The Set Number of Teams screen appears.

3. Highlight **ONE**, TWO, THREE, or FOUR TEAMS to take through the season. If you select ONE TEAM, full player stats are saved through the season. If you select TWO or more teams, player stats aren't tracked. Press **START**, and the Team Select screen appears.

- D-Pad ↔ to select from the 29 NBA teams. Ratings for the selected team are displayed in the middle of the screen.
- To view information on the selected team, select TEAM INFO.

4. To select the current team, press **START**. After all players have selected teams, the Set Season Length screen appears.
5. Highlight 28, 56, or **82** GAMES to set your season length. Press any button, and the Begin Season screen appears.
6. To select one of the two memory slots, highlight a slot, then press any button to continue. The Team Schedule screen appears.

Continuing a Saved Season

1. From the Game Setup menu, select CONTINUE from the MODE option. Press **START** to continue, and the Continue screen appears.
2. Select one of the two memory slots, and you return to the position at which the season was saved.

TEAM SCHEDULE SCREEN

Use this screen to play or simulate games throughout your team's season; view league standings, statistical leaders, and scheduled games; or make player trades.

- To move through your team's schedule by day, D-Pad ↔. (To move by month, press **A**/**C**.)
- To activate the highlighted option, press **B**.
- To jump to the next scheduled game, press **START**. If the next scheduled game is already highlighted, pressing **START** begins the game.

PLAYOFFS — Go directly to the Playoffs, with the current standings determining the Playoff seeding. (See *The NBA Playoffs* on p. 38.)

✔ **Note:** PLAYOFFS, LEAGUE LEADERS, and TEAM LEADERS do not appear until every team has played at least one game.

PLAY GAME	Play the currently highlighted game. You can only play or simulate the next game; you cannot skip any unplayed games.
SIMULATE	Simulate the currently highlighted game. The game score appears below the team names.
CHANGE USER	(Multi-team Season only.) Cycle through user-controlled teams when INDIVIDUAL team display is selected.
DISPLAY	(Multi-team Season only.) Select TOGETHER or **INDIVIDUAL** team schedule display. When set to INDIVIDUAL, select CHANGE USER to cycle through the user-controlled teams.
PLAYER STATS	(Single-team Season only.) Go to Player Stats screen to view stats and ratings for the players on your team.
TEAM STATS	View stats for any two teams. By default, stats for your team and your next opponent are displayed.
ROSTER	Go to Re-order Roster menu (p. 42).
LEAGUE LEADERS	View the top 10 League Leaders in 13 statistical categories.
STANDINGS	View League Standings by division.
TEAM LEADERS	View team rankings in 11 statistical categories.
INJURIES	View all currently injured players.

CALENDAR	View the league schedule by day.
	➪ To page through the league schedule by day, D-Pad ↔. (To page by month, press **A**/**C**.)
	➪ To return to the day of the next unplayed game, press **B**.
TRADES	Go to Trade Players menu (p. 41).
EXIT	Exit the Season.

AFTER THE GAME

After a Season game, the postgame screens appear as normal. Press **START** to continue, and your series is automatically saved. You then return to the Team Schedule screen.

TRADING DEADLINE

No trades can be completed after February 20th. On your last game before this date, you are asked if you wish to make any trades before the deadline passes. Select YES to return to the Team Schedule screen to make any trades; **NO** to continue.

END OF THE SEASON

In the Standings screen, teams that qualify for the playoffs have a check mark (division winners have a gold check). After the end of the Season, select PLAYOFFS to continue. If you made the playoffs, see *Starting a Playoff Series* on p. 38. If you didn't make the playoffs, the Playoff Tree displays the playoff results. Press **START** to return to the Game Setup screen.

THE NBA PLAYOFFS

You can create your own playoff atmosphere any time you want in *NBA Live 97*. You can start with an NBA team in Season play and try to make the playoffs, or set up your own custom playoffs using any combination of NBA teams.

STARTING A PLAYOFF SERIES

From the Game Setup menu:

When you start a new Playoff series from the Game Setup menu, you can choose the teams that play in the series, as well as which teams are human-controlled.

1. From the Game Setup menu, select PLAYOFFS from the MODE option. Press **START** to continue, and the Begin Playoffs screen appears.
2. Highlight a memory slot and press any button to select that slot. The Playoff Length screen appears.
3. Choose from **5-7-7-7** (the NBA format; 5 games in the first round and 7 games thereafter), 1-1-1-1, 1-3-3-3, or 3-5-5-5. Press **START** to continue, and the Playoff Tree appears.

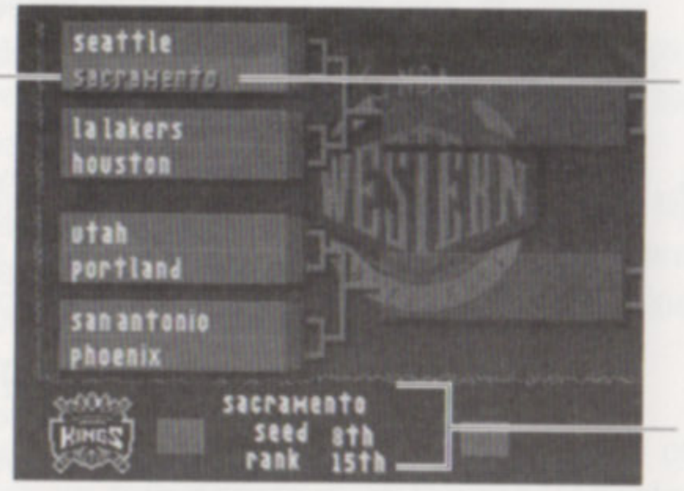
From Season play:

Select PLAYOFFS from the Team Schedule screen to advance to the Playoff Tree at any point during the season. Choose a Playoff length from the Playoff Length screen, and the Playoff Tree appears. If you made the Playoffs, your team is highlighted to indicate that it is human-controlled. The Playoffs proceed as normal, except that you cannot change the teams or human control options.

To continue a saved Playoff series:

Select CONTINUE from the Game Setup menu and then select the Playoff from the Continue screen.

THE PLAYOFF TREE



Press **B** to toggle human control ON/OFF for highlighted team

Press **A/C** to cycle through teams for highlighted slot

Highlighted team name/ seed/ranking

- To highlight a team, D-Pad ↕. To scroll the screen left/right, D-Pad ↔.
- To toggle human control on/off for the highlighted team, press **B**. Human-controlled teams are highlighted in gold. Games involving human-controlled teams can be played; other games are simulated.
- To change the team in the highlighted playoff slot before the playoffs begin, press **A/C** to cycle through the NBA teams. A team can appear in more than one playoff slot.
- To continue, press **START**. You are asked if you want to make any trades/lineup changes before continuing. To continue, select NO; to make changes, select YES.

To make trades or roster changes:

Select YES, and the Roster Setup menu appears (see p. 41). When you're done, press **START** to return to the Playoff Tree.

➪ The Playoff options appear at the bottom of the screen:

PLAY GAME	Play next scheduled Playoff game. Press **B**, and the Player Setup screen appears. Gameplay proceeds as normal.
SIMULATE	Simulate next Playoff game.
STATISTICS	View Playoff Team Stats, Player Stats, Team Leaders, League Leaders, or check out the Matchup Review for a recap of all Playoff series matchups. If you've selected only one user-controlled team, you can also go to the Player Stats screen to look at stats for players on your team.
SET ROSTER	Go to Re-order Roster menu (p. 42). If any players are injured, you have the additional option of viewing injured players.
EXIT	Exit the Playoff.

End of the Game

After a Playoff game, the postgame screens appear as normal. Press **START** to continue, and your series is automatically saved. You then return to the Playoff Tree.

End of the Round

➪ If you win your round, the procedure is the same as any other game, except when you return to the Playoff Tree your team name is moved to the next bracket and you face a new opponent.

➪ If you lose a round, you return to the Playoff Tree screen to see the final playoff results. Select STATS to view Playoff stats or EXIT to return to the Game Setup screen.

Roster Setup Menu

From the Roster Setup menu, you can trade players as well as create Custom players to change the roster and starting line-up for any team(s).

✔ **Note:** Team rosters are determined by actual NBA rosters as of August 13, 1996. Some players are not included in the game for legal or contractual reasons.

Trade Players Screen

You can trade players between your team and any other team, as well as pick up free agents from the Free Agents pool. You're the GM here—you make the deals!

1. Select TRADE PLAYERS from the Roster Setup menu. The Trade Players screen appears.
2. Highlight the player you wish to trade, and press **B**. The bottom portion of the screen lists the roster of another NBA team.

➪ To cycle through the NBA teams, press **A/C**.

➪ To cycle through the statistics/ratings for the players, D-Pad ↔. (**X/Z** or **START** + **A/C** to toggle between 1995–96 stats and ratings.)

3. Highlight the player you wish to trade for, then press **B**. (To cancel, press **START**). The players are exchanged, and you return to the Trade Players screen.

Reset Player Rosters

Select this command to reset all rosters to the 1996/97 season defaults and move all Created players to the Free Agents pool.

Re-order Roster Menu

The Re-order Roster menu allows you to change the roster slots for the players on your team. The first 5 players on the roster are the starters.

- To select a team, press **A/C**.
- To cycle through the statistics/ratings for the players, D-Pad ↔. (**X/Z** or **START** + **A/C** to toggle between 1995–96 stats and ratings.)
- To exchange the roster slot of two players, highlight a player and press **B**. Highlight a second player, and press **B** again. The players switch roster slots.

✔ **Note:** Only 12 players are allowed to suit up for a game. If you want to use a player, he must occupy one of the first 12 roster slots.

Create/Delete/Edit Player

You can create and edit up to 32 players in *NBA Live 97*. Newly created players are placed in the Free Agents pool, and may be picked up by any team via trade.

1. Select CREATE PLAYER from the Roster Setup menu, and the Create Player menu appears.

- To enter the player's last name, D-Pad to highlight a letter; then press **B** or **C** to add that letter. (To delete a letter, press **A**.)

2. To continue, press **START** twice (or select DONE). Enter the player's first name in the same manner as above, and press **START** twice. The Create Player screen appears.

NAME	To edit the player's NAME, highlight the first or last name and press **B**.
HEAD and PLAYER	D-Pad ↔ to select head style and player skin tone. The player portrait changes to reflect your selection.
JERSEY	Select a jersey number from 00–99.
HEIGHT and WEIGHT	Player height and weight.
HAND	Select LEFT or RIGHT hand for dribbling and shooting.
POSITION	Player's natural position.
SCHOOL	Player's college.
SET ATTRIBUTES	Set player skill ratings:

Individual skill ratings

D-Pad ↔ to set Overall ratings

SCORING	Controls Field Goal, 3 Point, Off. Awareness, Free Throw, and Dunks ratings. To set the overall SCORING rating, D-Pad ↔. As the rating changes, the other ratings are randomly altered as well.
REBOUND	Overall rebounding rating composed of Off. Rebound, Def. Rebound, Jump, and Strength ratings.
CONTROL	Ball control rating; composed of Ball Control, Speed, Dribble, and Agility ratings.
DEFENSE	Defensive rating; composed of Blocks, Steals, and Def. Awareness.
OVERALL	Overall rating average.

➪ When you're done entering your player, press **START**. If you have a saved series in progress, you are asked if you want to be able to use the player in current series play as well as Exhibition play. Choose YES if you wish to use the player in a series, NO to use him only in Exhibition games.

EA Tip You'll find it difficult to create a super-human player—when you increase one rating, the other ratings may go down.

EA Tip To add a Created player to your roster, select a player (or an empty slot if you have one) from your team, and trade for the Created player from the Free Agents pool that appears after the last NBA team.

To delete an existing Created player:

You can erase Created players currently in the Free Agents pool. (You can't erase Created players while they're on the roster of a team.) Choose DELETE PLAYER from the Roster Setup menu, then highlight a player from the Delete Player list screen. Press **B**, then select DELETE to erase the player or CANCEL to return to the Delete Player screen.

To edit an existing Created player:

Choose EDIT PLAYER from the Roster Setup menu, then select a player from the Edit Player list screen. The Edit Player screen appears. Change player features and attributes in the same manner as in the Create Player screen.

Erase Battery

Erase *all* saved data and reset the battery-backed memory to the original factory settings.

✔ **Note:** To confirm resetting the memory, highlight CONFIRM and press **A**, **B**, **C**, or **START**.

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