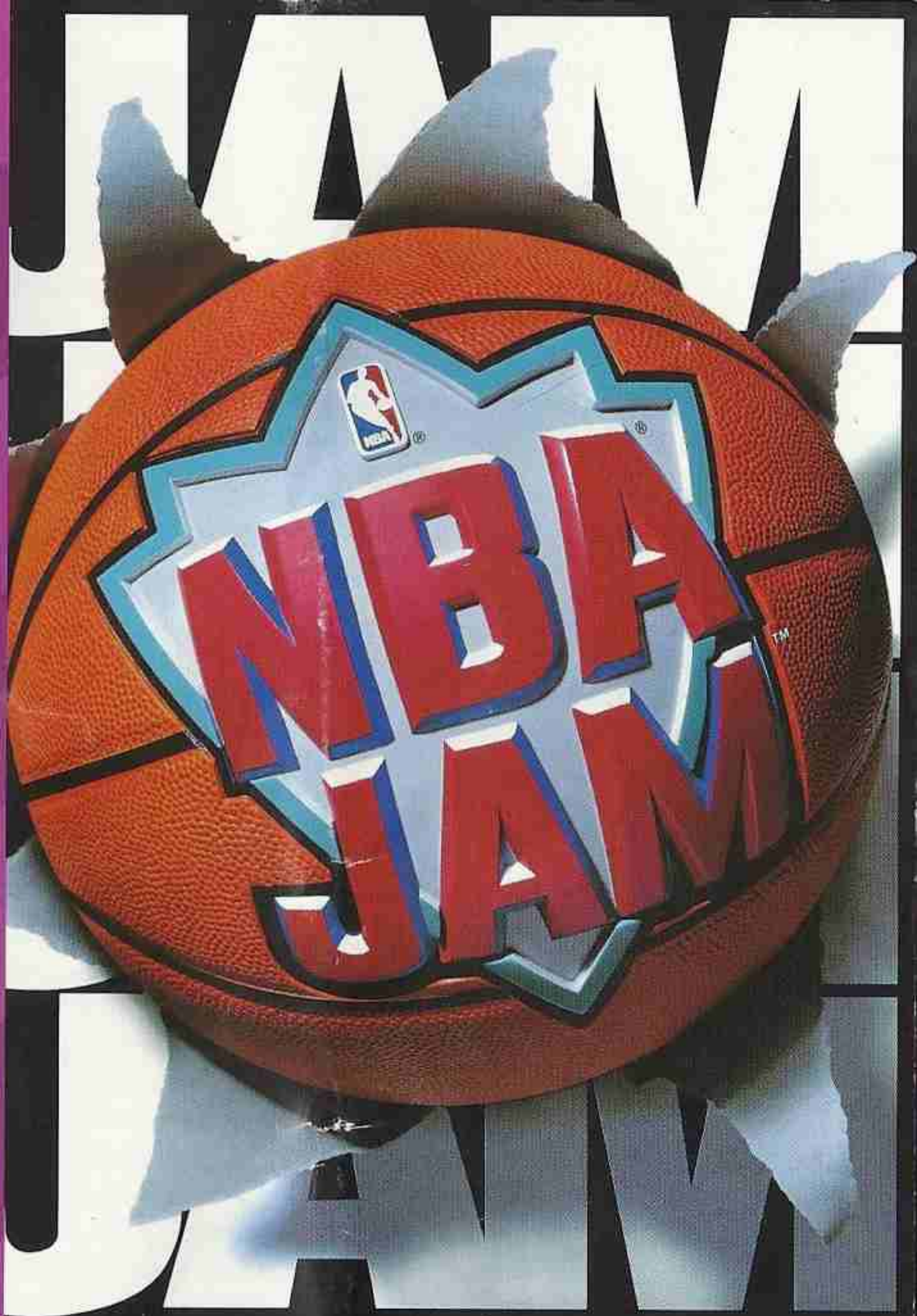
SEGA™

GAME GEAR™



ARENA™

INSTRUCTION MANUAL

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

OFFICIAL SEGA SEAL OF QUALITY

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™ GAME GEAR™ SYSTEM.

HANDLING YOUR CARTRIDGE

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

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

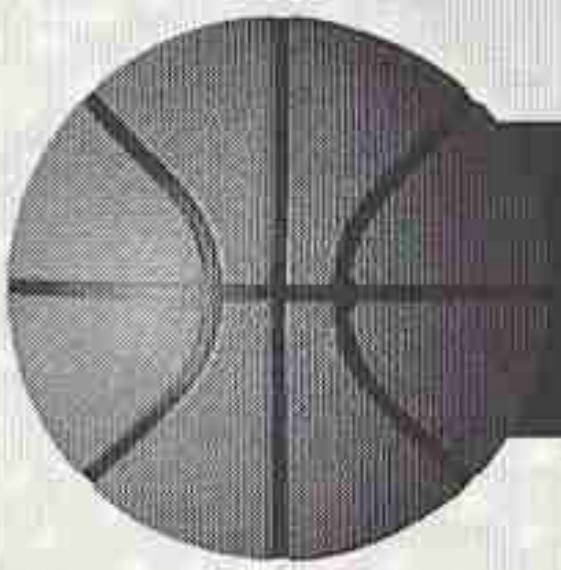
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions 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.

IS IT THE SHOES?!?

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

Play with superstars from all 27 NBA® teams— from Ewing and Pippen in the East to Kemp and Robinson in the West— with veteran superstars like Malone and Parish to sensations like Mourning and Laettner— each with his own on-court personality and attributes!

All the hard-hitting hardwood and "incredible dunks" of the arcade are here, complete with record-keeping, seasonal play, and the half-time report, making *not* playing NBA® JAM™ a very "bad decision."



SETTING UP FOR THE JAM

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

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

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

Note: NBA® JAM™ is a one-player game only.

When the title screen comes up, you have two choices— START GAME by pressing the START BUTTON or set OPTIONS by pressing the 1 BUTTON.

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

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

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

Tag Mode: Allows you to select how you wish to control your teammate.

OFF is the default. Like the arcade, you control one player the entire game, and the computer controls your teammate.

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

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

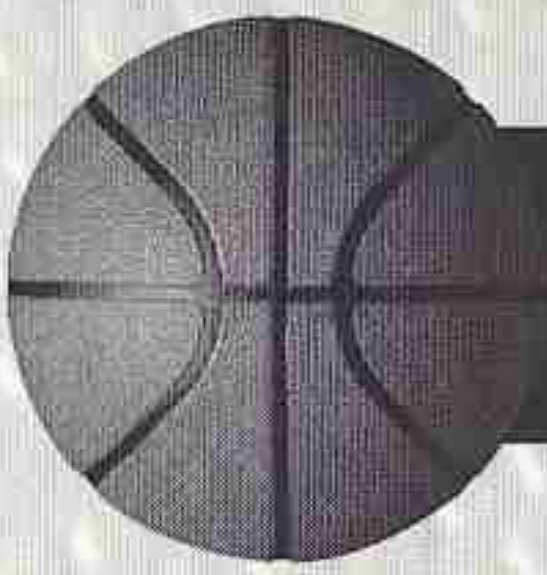
Controller Configuration: Allows you to select which commands are associated with which buttons. Use the D-BUTTON to cycle between the available options. The default configuration is as above.

Pressing the START BUTTON will exit options.

To begin playing NBA® JAM™, press the START BUTTON. You will then be asked if you wish to enter your initials for record-keeping. Use the D-BUTTON and the START BUTTON to choose. If you choose "yes," you will then be asked to enter your initials. Use the D-BUTTON to move the cursor on top of the desired letter and press the B BUTTON to select. Then, you will be asked to enter a password in the same manner. NBA® JAM™'s password record-keeping feature stores each player's season record, rank, winning percentage, the current streak and the teams he/she has defeated!! If you are playing for the first time, or do not wish to enter a password with your initials, move the cursor directly to "EX" (exit) and press the 1 BUTTON. After each game, you will be given a new password reflecting your updated record. Although the password is given after each game, your Game Gear™ will automatically keep track of your record as long as it remains ON, allowing you to play a Jam session without having to write down and re-enter the password after each individual contest. Your password will not only work on your Game Gear™, but your friends' machines as well, enabling you to bring your record wherever you play!

Next, you must choose your team. Use the D-BUTTON to scroll through the teams. Each team is composed of two NBA® teammates, each with ratings in 4 categories: Speed, 3 Pointers, Dunks and Defense. A complete team-by-team listing of these stats appear on pages 16-23 of this manual. You control the

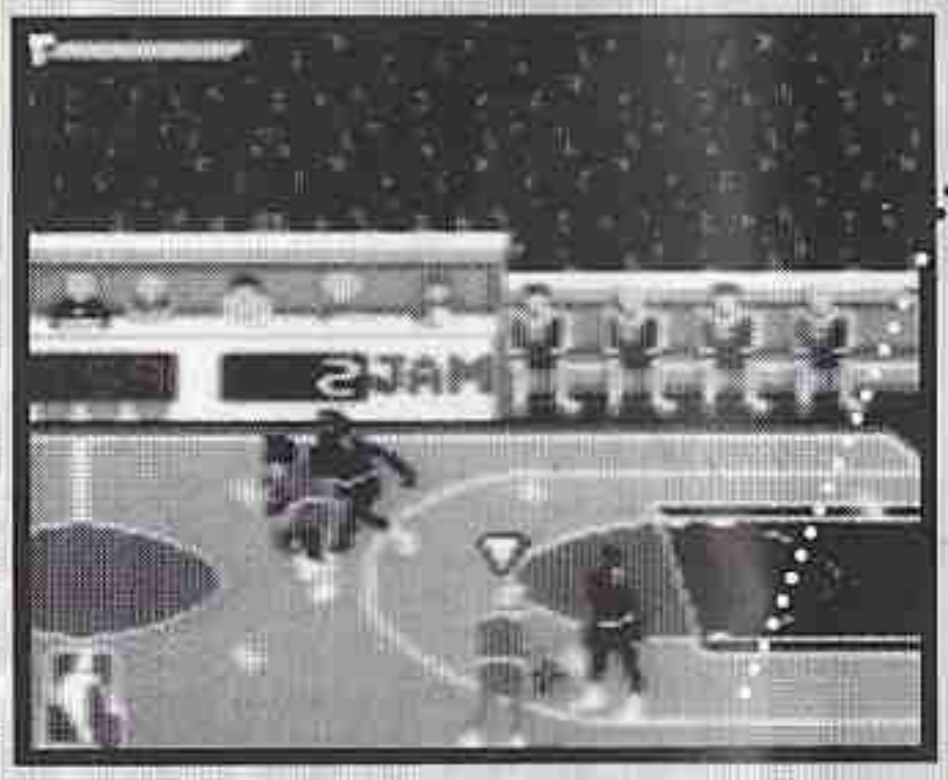
player on the left of the display at bottom. Pressing either the 1 or 2 BUTTON switches which of the teammates you control. Press the START BUTTON when your selection is made.



JAM RULES & CONTROLS

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

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



THREE-POINT LINE

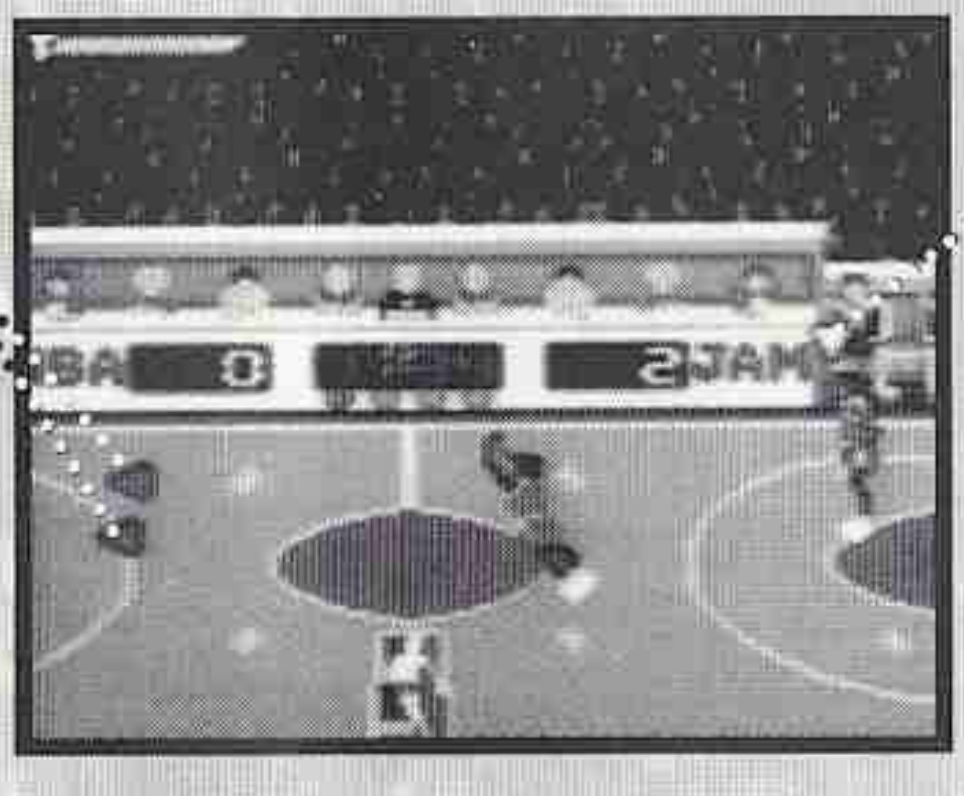
A defensive player can block a shot, but only when the ball is on the upward part of its arc. If it is touched by a defender on its downward flight, a goaltending call is made, and points are awarded whether or not the basket was going to go in. Once the ball touches the rim, however, it can be grabbed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

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

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

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

OFF-SCREEN INDICATOR ARROWS

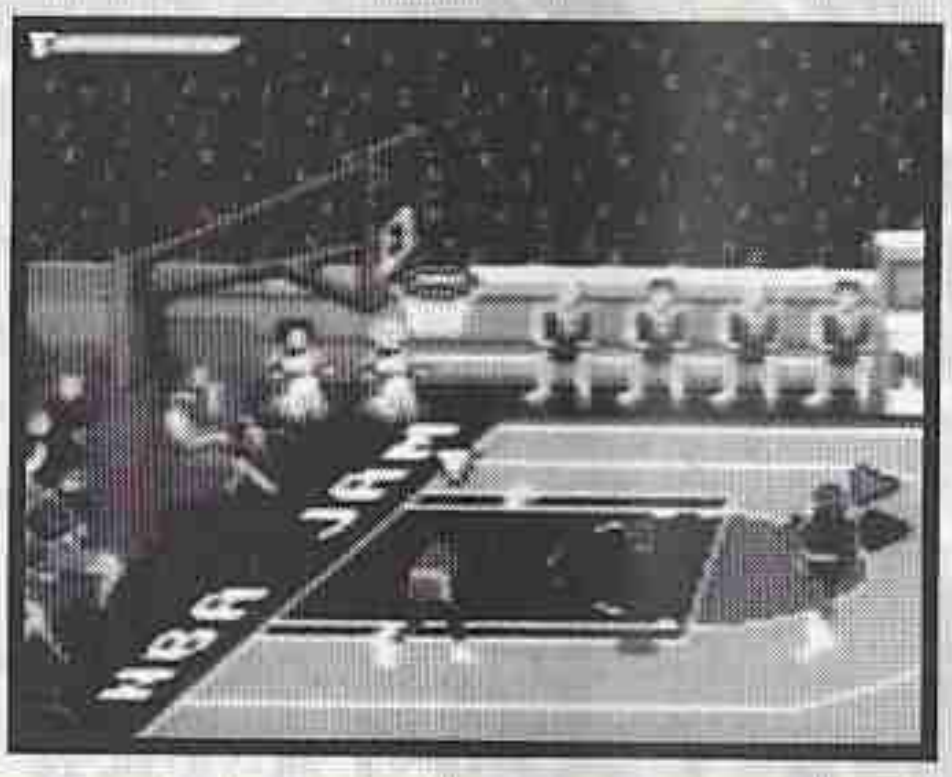


YOUR INDICATOR ARROW

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

When your team does not have the ball, SHOOT/BLOCK causes your player to jump up for a block. Timing is crucial to denying the shot. Jump too early and the shooter can wait until you fall out of the way, jump too late and the shooter can shoot over you!

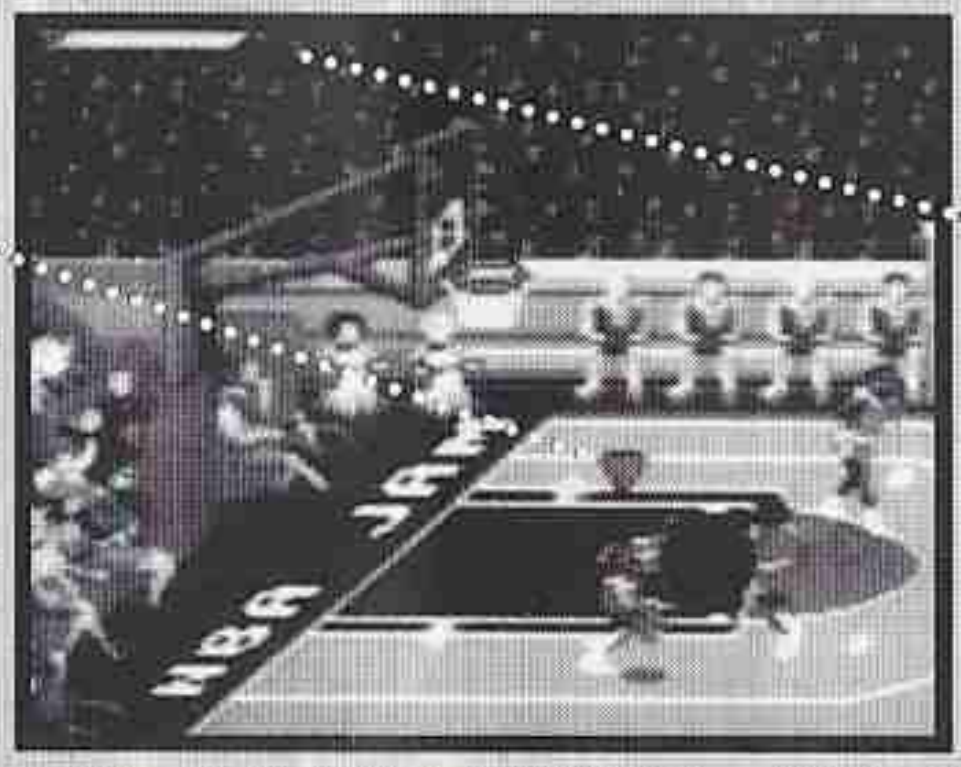
Many times your defender will get a piece of the ball without rejecting the shot completely. The ball will flash white whenever your defensive player makes contact with it.



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

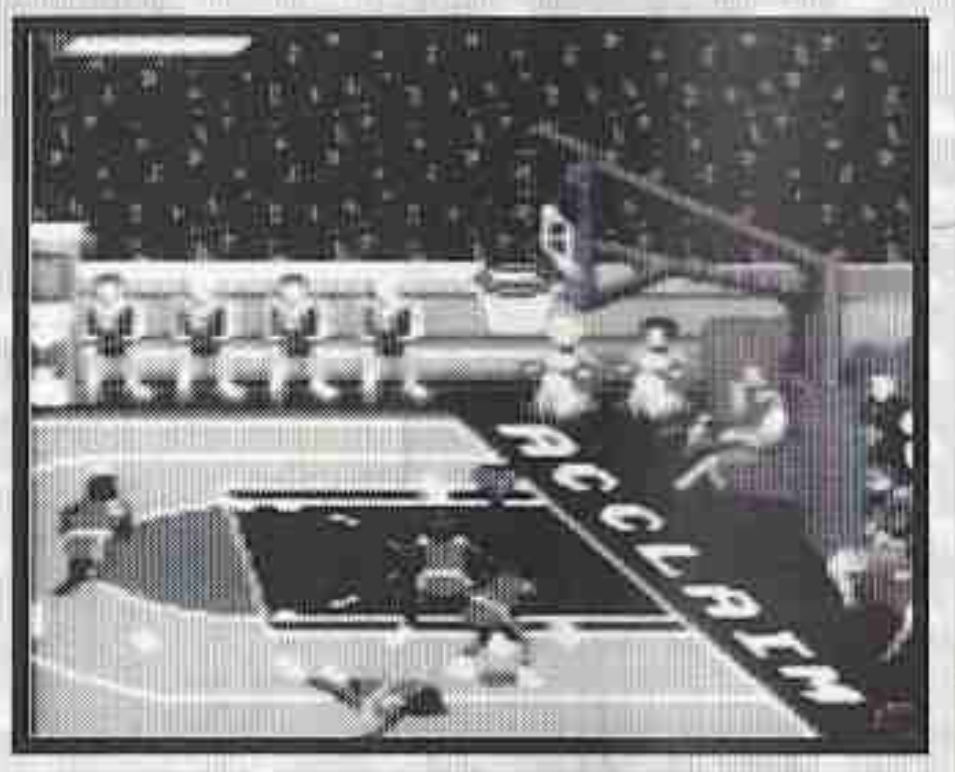
When your team does not have the ball, tapping this button causes your player to swipe at the ball in the hopes of either stealing it or knocking it out of an opponent's hands.

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



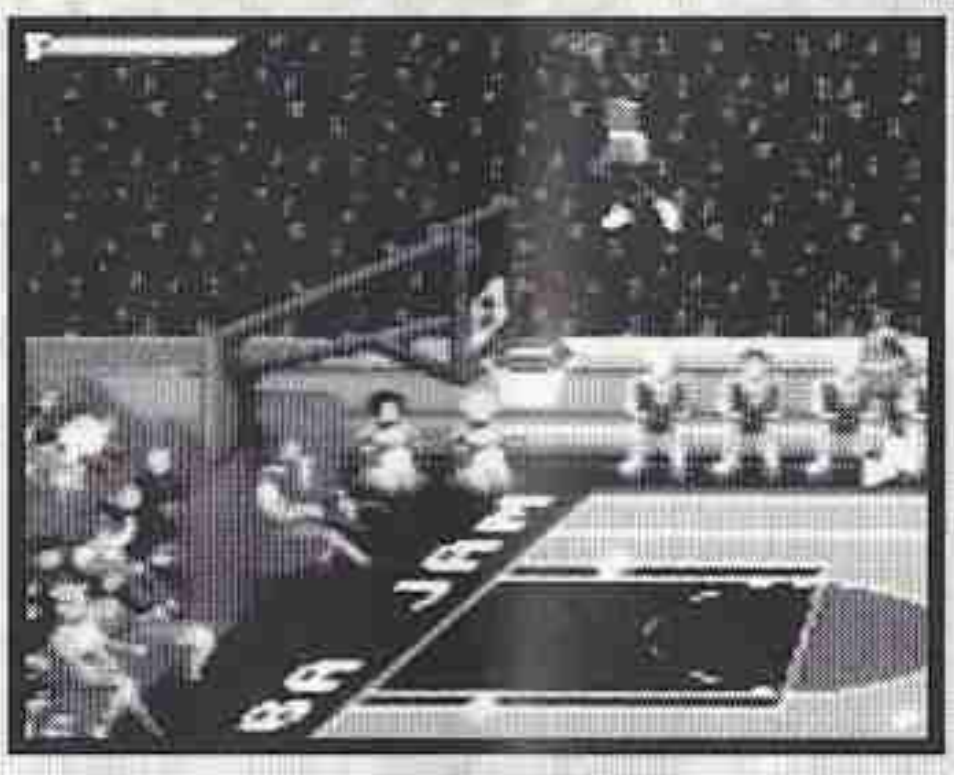
As you use it, the meter runs down, but when you release TURBO, it begins to regenerate. When you are using TURBO, your arrow will turn red! When a player is "on fire," he has unlimited turbo until his fire is put out, but to use the turbo, the button must still be held!

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



TURBO + SHOOT/BLOCK: When your player has the ball near the basket, pressing these two buttons causes you or your computer teammate to go for the jam, slam-dunking the ball into the basket.

There are many spectacular "Ultra-Jams" that can be executed depending on a number of factors such as the player's dunking ability and position on the court. Sometimes these rim-rockers will even shatter the backboard! Your player will only jam if he is moving, however, so be sure to drive towards the hole if you want to slam!



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

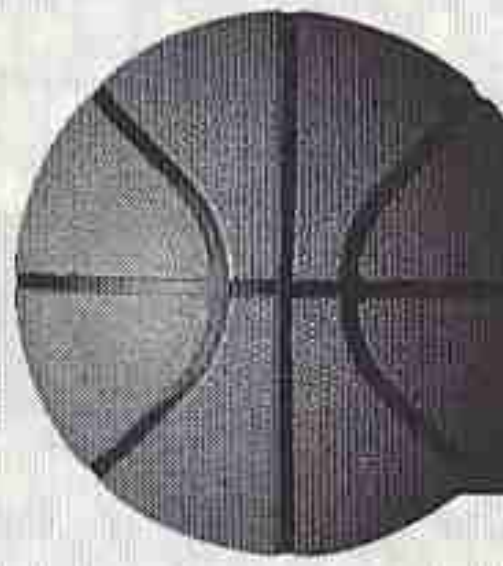
TURBO + PASS/STEAL: Pressing these buttons will cause the ball-handler to execute a much faster and safer pass than the PASS button by itself. Often these will take the form of behind-the-back or bounce passes.

Pressing these buttons without the ball makes your player shove. When the shove connects, it knocks a player down onto the floor, out of the way, or even into the stands. Be careful, because you can knock down your own player too! Defensively the shove is a useful tool for stealing the ball, bringing down rebounds, and stopping "easy jams!" Offensively the shove is a good way to clear an area so a teammate has a clear shot at the basket.

Pressing the 1,2 and START BUTTONS simultaneously pauses or resumes a game.

OFFENSIVE CONTROLS
PLAYER HAS POSSESSION OF THE
(Default buttons are in parenthe

	TAP BUTTON
SHOOT/BLOCK (1 BUTTON)	Head Fake
PASS/STEAL (2 BUTTON)	Pass
TURBO (START)	Throw Elbows



DEFENSIVE CONTROLS
PLAYER DOES NOT HAVE POSSES
(Default buttons are in parenthe

	TAP BUTTON
SHOOT/BLOCK (1 BUTTON)	Block
PASS/STEAL (2 BUTTON)	Steal
TURBO (START)	— —

To PAUSE: Press the 1, 2 and START BUTTONS simultaneously.

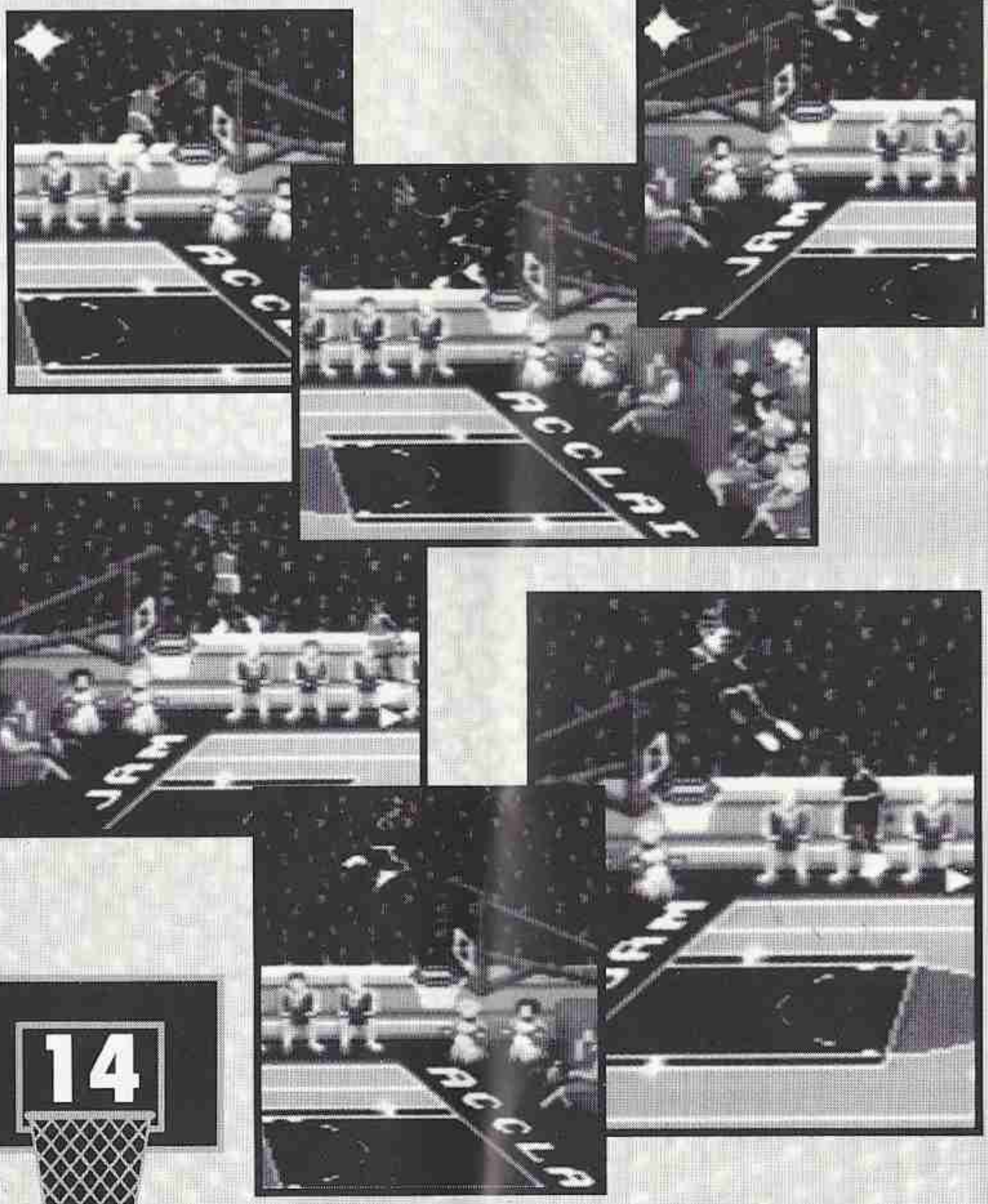
E BALL:
ses)

	HOLD BUTTON	PRESS + TURBO
	Jump Shot	Dunk
	Pass	Super-pass
	Run Faster	

SION OF THE BALL:
ses)

	HOLD BUTTON	PRESS + TURBO
	Block	Super-Block
	Steal	Shove
	Run Faster	

JAMS



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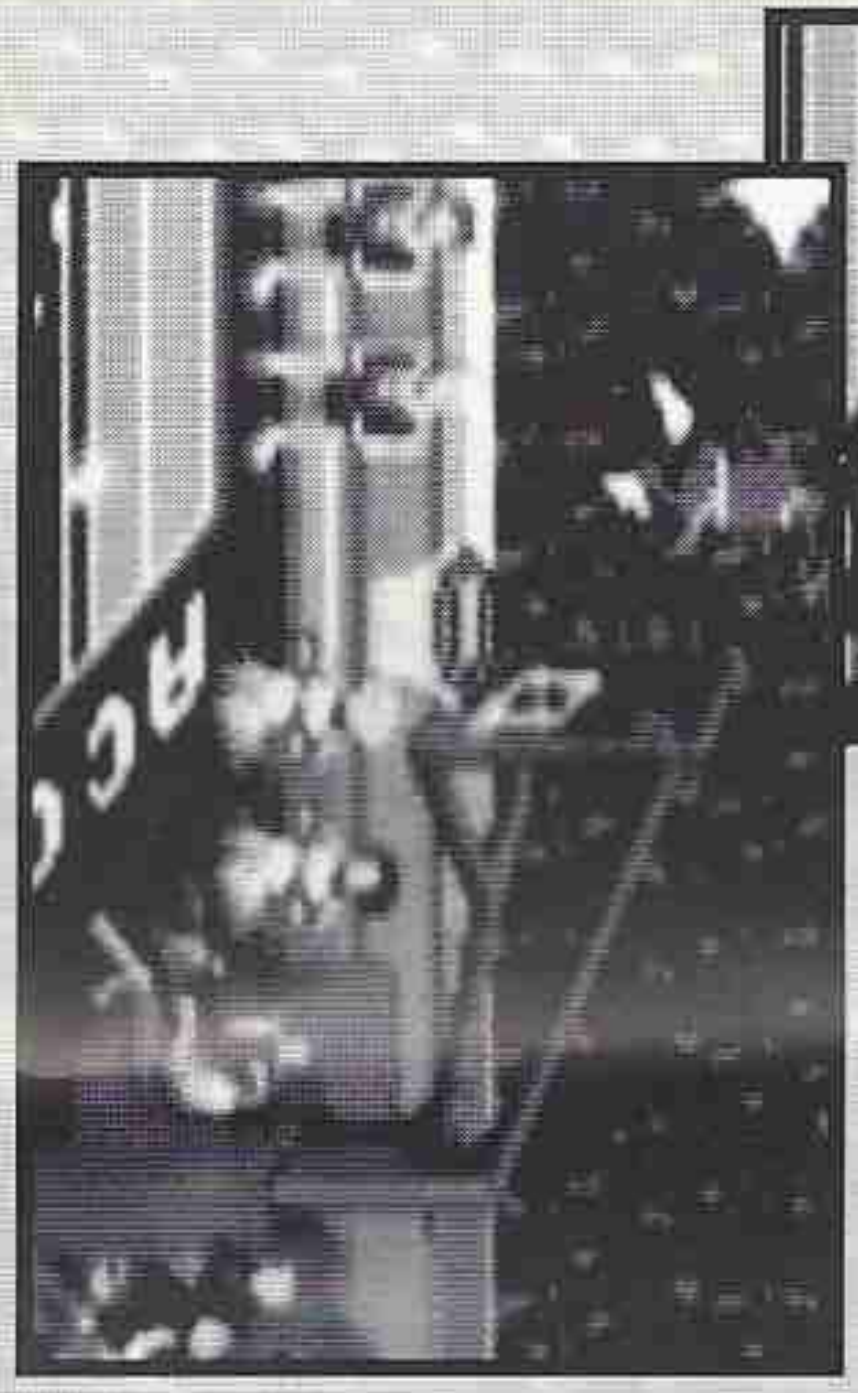

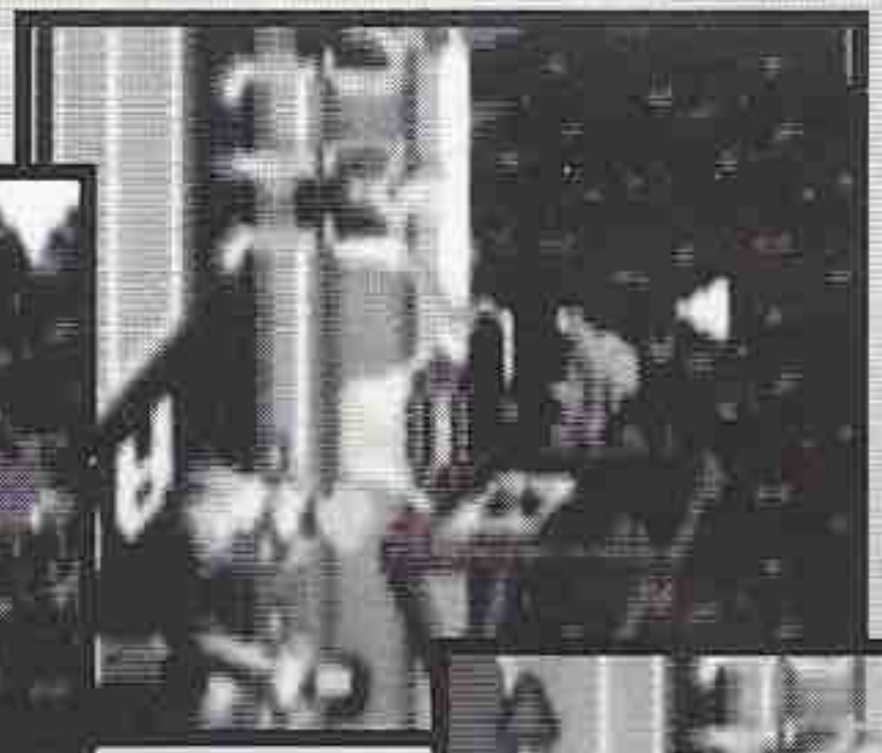

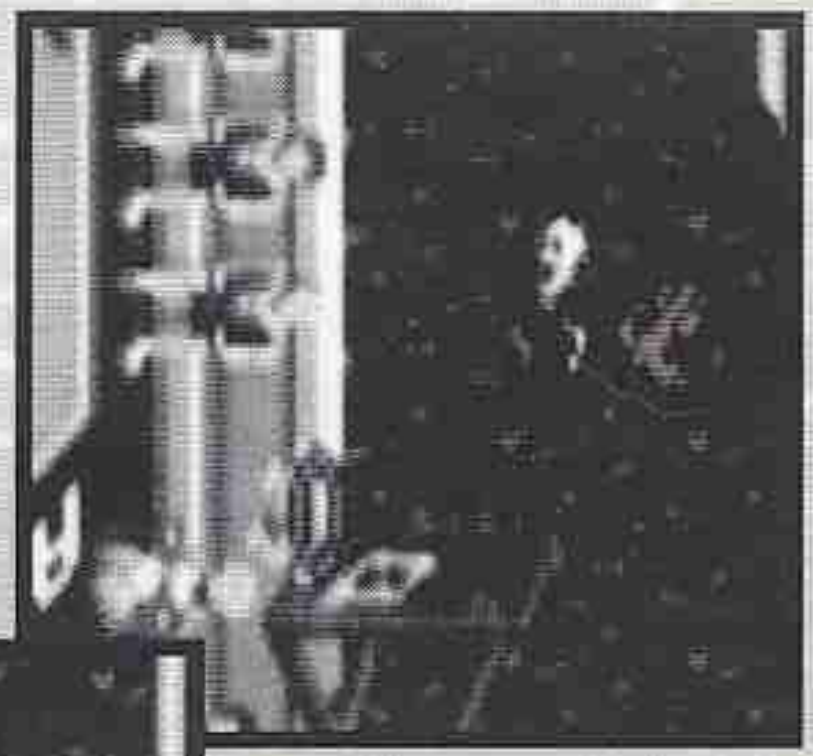

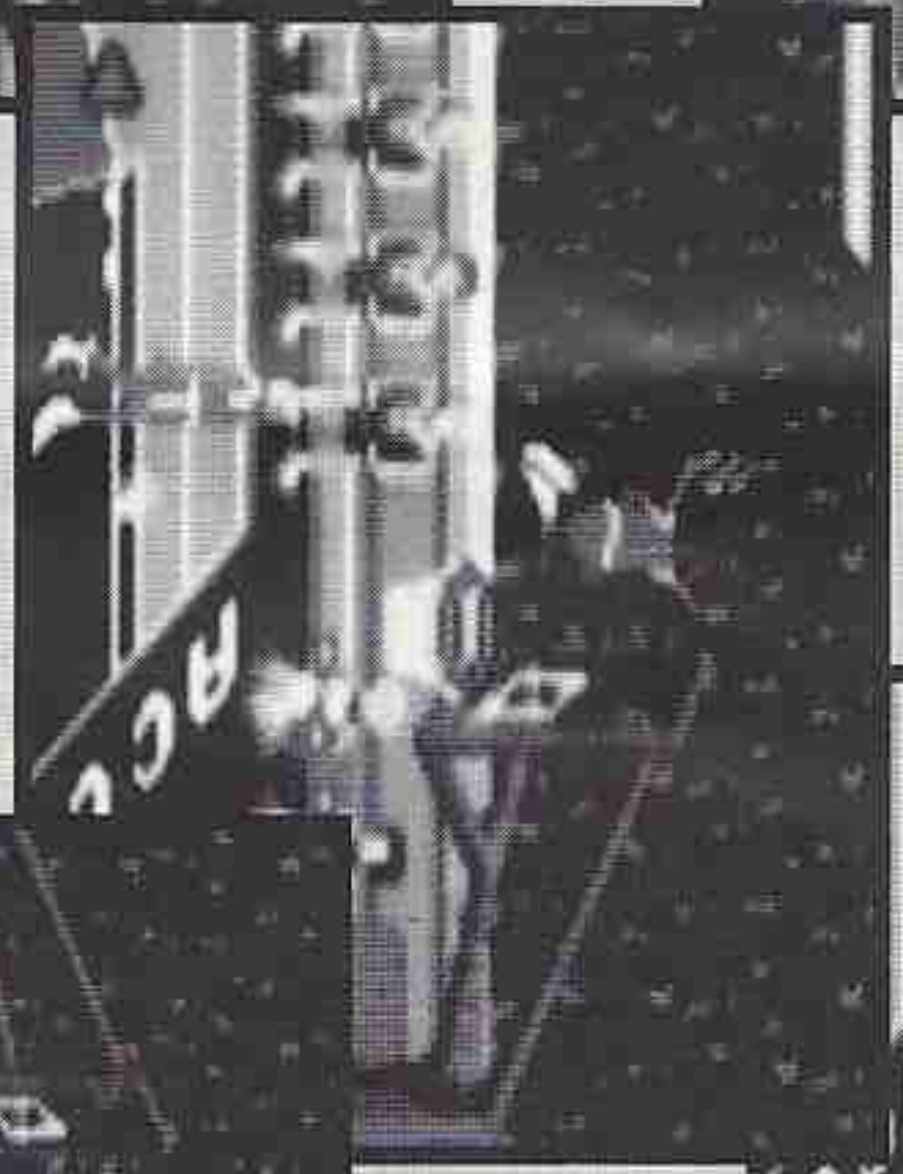

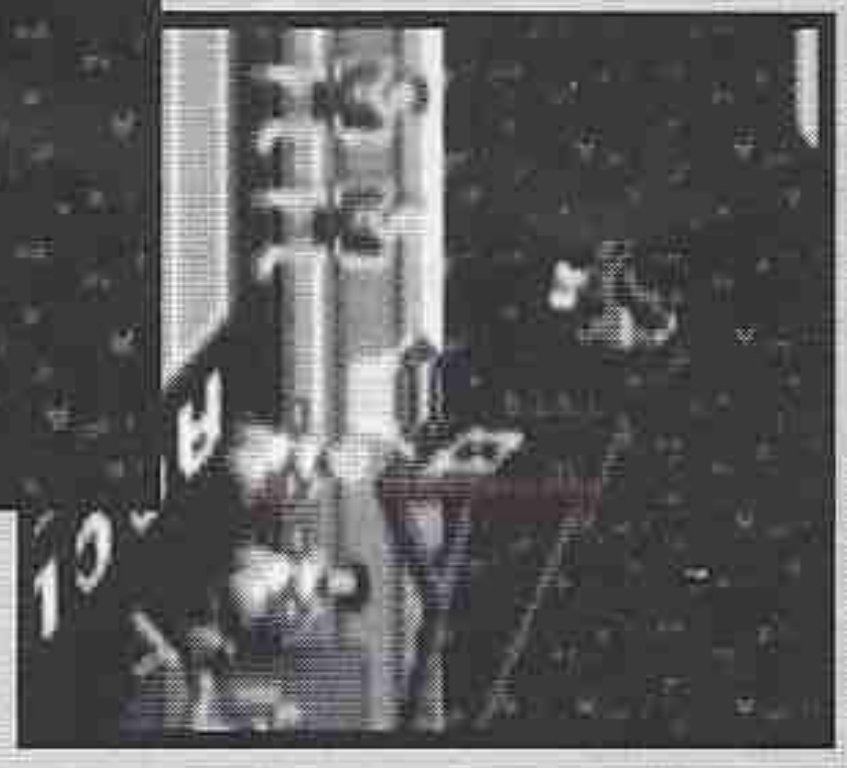

PLAYER ATTRIBUTES

BOSTON CELTICS

MIAMI HEAT

NEW JERSEY NETS

NEW YORK KNICKERBOCKERS

EASTERN CONFERENCE
ATLANTIC DIVISION

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ORLANDO MAGIC

PHILADELPHIA 76ERS

WASHINGTON BULLETS

EASTERN CONFERENCE
ATLANTIC DIVISION

PLAYER ATTRIBUTES

EASTERN CONFERENCE

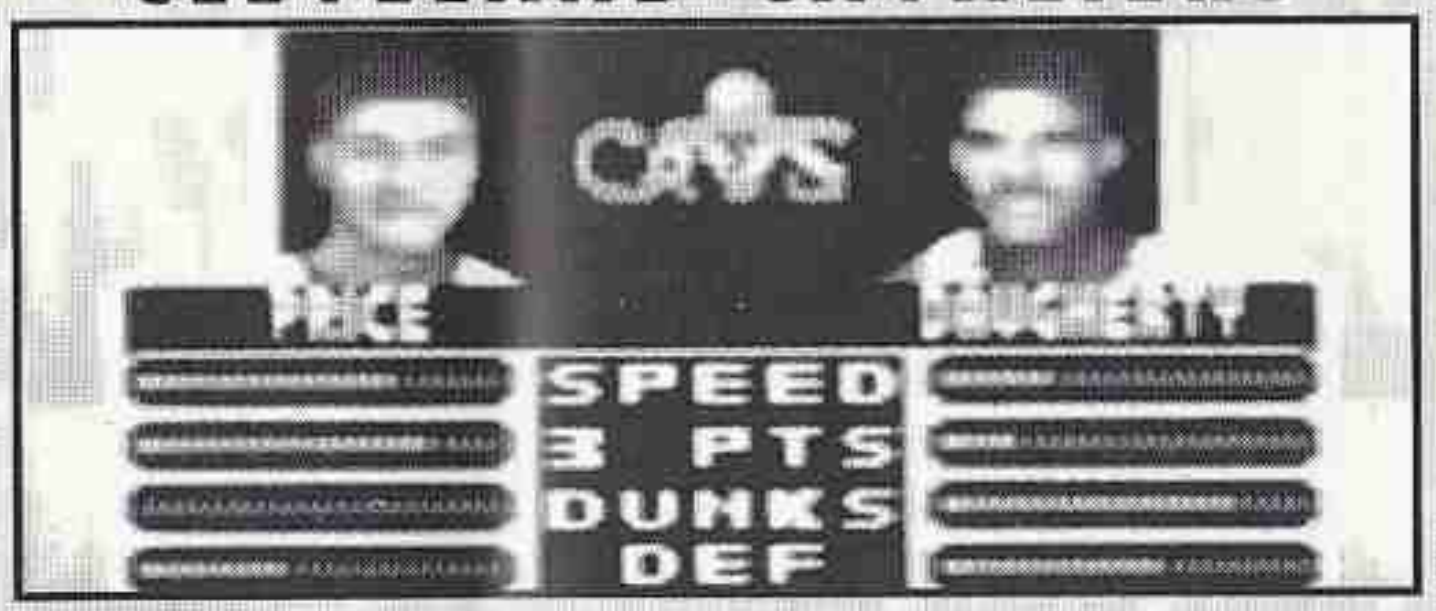
CENTRAL DIVISION

ATLANTA HAWKS

CHARLOTTE HORNETS

CHICAGO BULLS

CLEVELAND CAVALIERS



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EASTERN CONFERENCE
CENTRAL DIVISION

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DETROIT PISTONS

INDIANA PACERS

MILWAUKEE BUCKS

WESTERN CONFERENCE
MIDWEST DIVISION

PLAYER ATTRIBUTES

DALLAS MAVERICKS

DENVER NUGGETS

HOUSTON ROCKETS

MINNESOTA TIMBERWOLVES

SAN ANTONIO SPURS

UTAH JAZZ

WESTERN CONFERENCE
MIDWEST DIVISION

21

WESTERN CONFERENCE

PACIFIC DIVISION

22

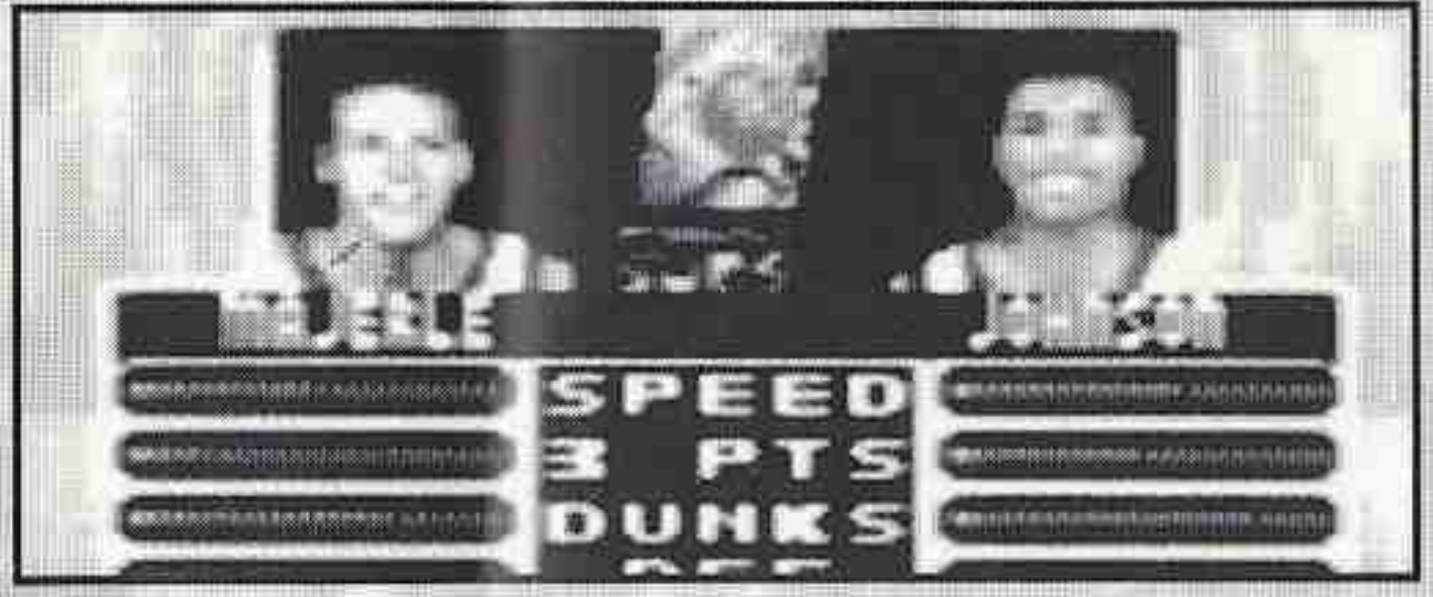
PLAYER ATTRIBUTES

GOLDEN STATE WARRIORS

LOS ANGELES CLIPPERS

LOS ANGELES LAKERS

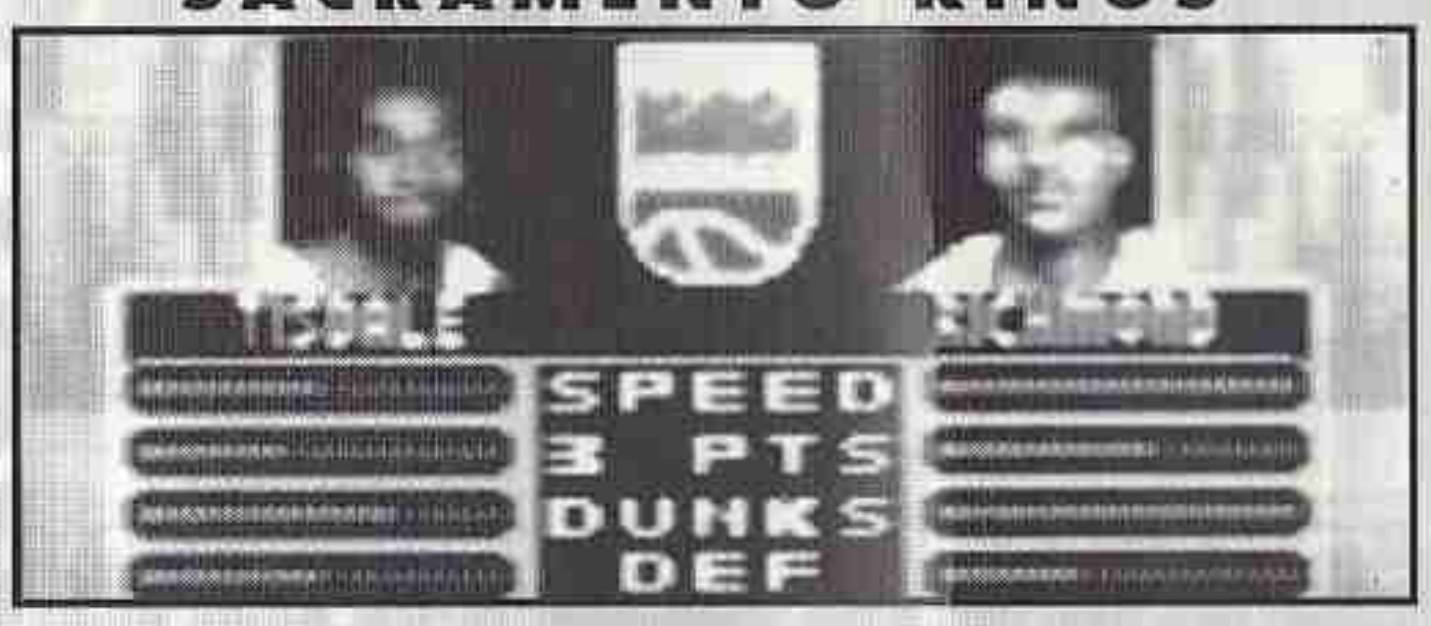
PHOENIX SUNS



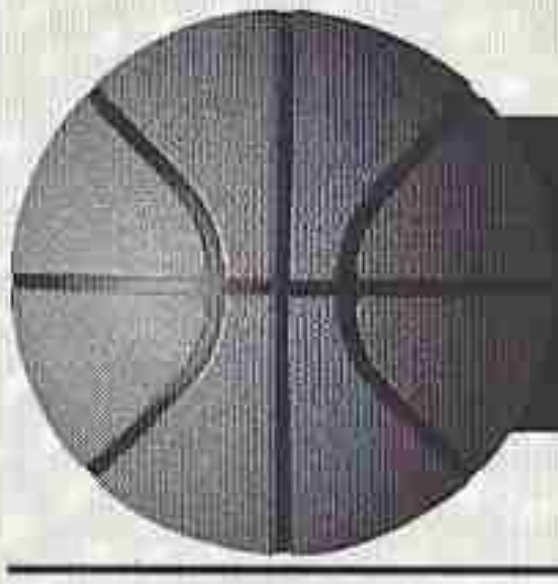
PORTLAND TRAIL BLAZERS

SEATTLE SUPERSONICS

SACRAMENTO KINGS



WESTERN CONFERENCE
PACIFIC DIVISION



PASSWORDS

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

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

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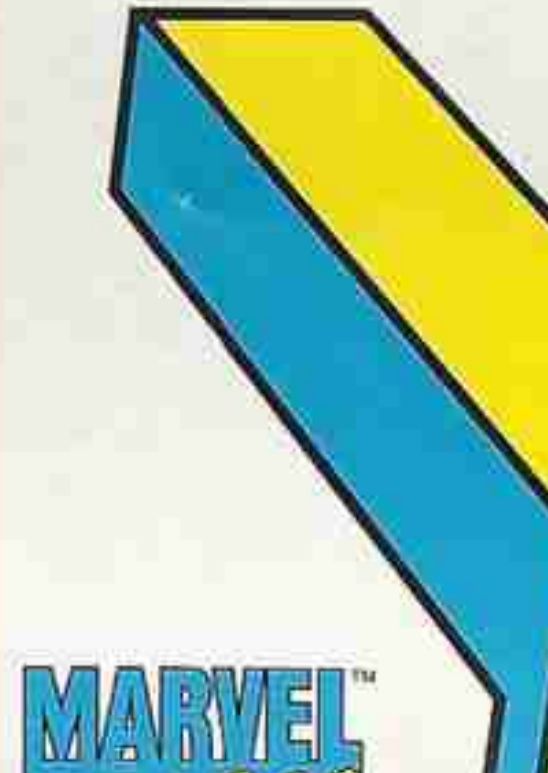
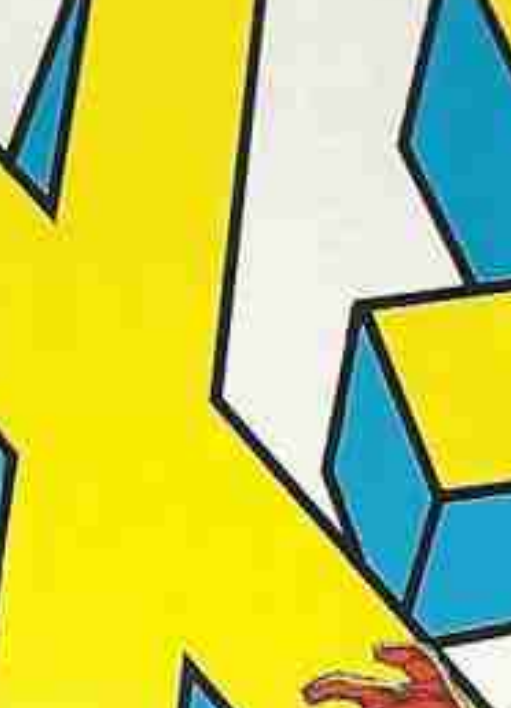
X-MEN™

MARVEL™ COMICS

FLYING EDGE™





SPIDER-MAN® WOLVERINE™ CYCLOPS™ STORM™ GAMBIT™

X-ACT YOUR REVENGE

X-MEN™ X-CITEMENT X-PLODES WHEN YOU TEAM UP WITH SPIDER-MAN® FOR THE FIRST TIME EVER IN ARCADE'S REVENGE! NOW ON GAME GEAR™!

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