

9416

NBA



Live 96

BY HITMEN PRODUCTIONS/CANADA



KIDS TO ADULTS



AGES 6+



AtariGuide

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.

Table of Contents

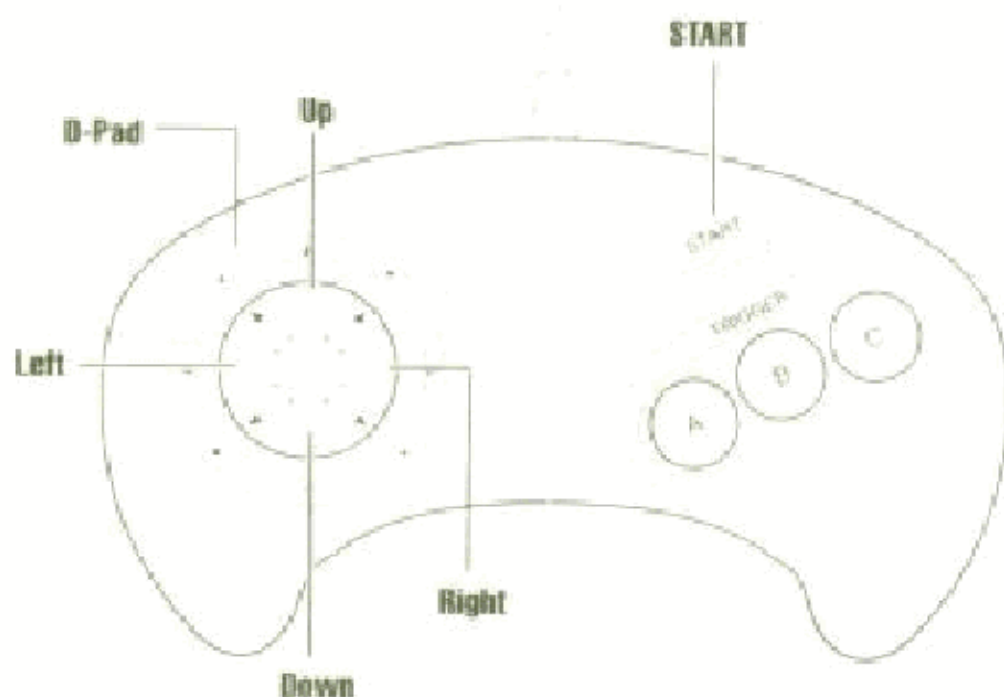
Control Summary	2
Introduction	4
Starting the Game	5
Setting Up the Game	5
Game Setup Menu	5
Set Options Menu	7
Set Rules Menu	8
Team Select Screen	9
Custom Teams	10
Player Setup Screen	10
Pregame Introduction	12
Playing the Game	12
Offense	13
Defense	15
Infractions	16
Playcalling	18
Pause Menu	19
End of the Quarter/Half/Game	26
Season Play	26
Starting a Season	27
Team Schedule Screen	28
After the Game	30
The NBA Playoffs	31
Starting a Playoff Series	31
The Playoff Tree	32
Roster Setup Menu	34

ABOUT THIS MANUAL:

EA TIP Read EA TIPS for special hints and tips.

✓ **NOTE:** Read notes for important information.

Control Summary



Sega Genesis Controller

During gameplay:

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

Offense — with the ball

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

- ⦿ To execute a spin move (if available), tap **A** twice.
- ⦿ To perform post-up moves, catch a pass when you are stationary in the low post. D-Pad to swivel on your pivot foot rather than running and dribbling. To move normally again, press **A** + D-Pad.

Offense — without the ball

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

- ⦿ 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

B	Switch players (D-Pad to choose player)
C	Jump to rebound or block shot

Playcalling

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

D-Pad ↑	Move highlight up/down
D-Pad ← →	Change highlighted option
START	Continue
START + B	Return to previous menu
A	Change highlighted option (cycle <i>left</i>)
B	Select highlighted option: Toggle between home/visitor teams
C	Change highlighted option (cycle <i>right</i>)



Introduction

Welcome to *NBA Live*, year two! In its first incarnation, *NBA Live 95* set the b-ball world on fire on its way to becoming the top-selling five-on-five basketball game of all time. But we're not resting on last year's props—we put our pointy little heads together to add even more phat features to *NBA Live 96*. We listened to NBA players, net surfers, and you, the loyal EA SPORTS™ customer. Here's hoping you like what you get:

- Exhibition, Season, and Playoff modes, with battery back-up and 1995-96 schedule.
- All 29 NBA teams (including the Vancouver and Toronto expansion teams), 2 All-Star teams, and 4 Custom teams.
- Real NBA players updated with complete 1994–1995 stats. (So put away that sports almanac; it's in the game.)
- New player and crowd animations, including tip-ins, spin moves, and power dunks.
- Improved strategy and options, including on-the-fly play-calling, animated play diagrams, full trades (trade any player, not just starters), expansion draft, shot summary diagrams, and roster management.
- Ability to create and modify custom players.
- New crowd free throw interaction.

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 96* 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 96* 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 set up instructions.

Setting Up the Game

GAME SETUP MENU

Use the **GAME SETUP** menu to choose the game mode, rules, and difficulty settings you want to play. Default menu options are listed in **bold type**.

- ⦿ D-Pad ↑ to highlight options.
 - ⦿ D-Pad ←→ or press **A/C** to change the highlighted option.
 - ⦿ Press **B** to go to the highlighted submenu. (**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.

⦿ Press **START** to continue.

EA TIP These controls are used in all menus in *NBA Live 96*, so learn 'em here and use them everywhere.

MODE

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

SEASON: Start a new Season where you control 1–4 NBA teams. (See “Season Play” on page 26.)

PLAYOFFS: Start a new Playoff tournament. (See “The NBA Playoffs” on page 31.)

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

RULES

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

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 OPTIONS

Go to SET OPTIONS menu. (See below.)

SET RULES

Go to SET RULES menu. (See "Set Rules Menu" on page 8.)

ROSTER SETUP

Go to ROSTER SETUP menu to edit, trade, and draft players. (See "Roster Setup Menu" on page 34.)

TOP USER

Display stats of the top users of the game.

- ✓ **NOTE:** Before you can play your first game, you must run the Expansion draft. (See "Draft Players Menu" on page 34.)

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** (there is no music during actual gameplay).

SFX: 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 DUNKS: Toggle automatic slow motion for 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.

ON-SCREEN HELP: **TOGGLE** on-screen help messages **ON/OFF**. When **ON**, an overlay at the bottom of the screen lists the button options for the current menu screen.

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.

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, D-Pad ↑ to highlight a rating. D-Pad ←→ to cycle through the teams as sorted by that rating.
- ⦿ To view a report for the highlighted team, highlight TEAM REPORT and press **B**. The TEAM REPORT screen appears.

Team Report options:

- To cycle through NBA teams, D-Pad ←→.
- To change the home or visiting team to the currently selected team, press **START**. The computer asks you to confirm your choice. Highlight **NO** (cancel) or **YES** (confirm), then press any button to continue.
- Press **START** to return to the TEAM SELECT screen.
- ⦿ Press **START** to continue. The PLAYER SETUP screen appears.

CUSTOM TEAMS

In *NBA Live 96*, 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.

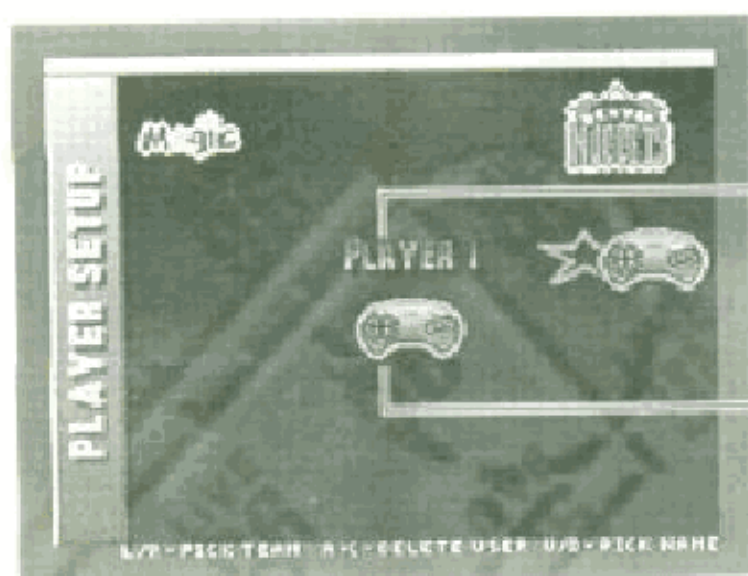
To change the players on the Custom roster:

1. D-Pad \uparrow to 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 players 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 to personalize your Controller so your user stats can be tracked. Up to 10 user names can be stored.



D-Pad \uparrow to select player names

D-Pad \leftarrow to select team

- To change the setting for your Controller, D-Pad \leftarrow to position the controller symbol under either team to select that team, or in the middle to select computer control.
- To cycle through player names, D-Pad \uparrow . 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 delete that name.

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** to select lower case or **C** to select upper case.
- 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 stars 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 star. Depending on which Controller you're using, the star has a different color:

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






If your player is offscreen, an arrow the same color as your control star 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 96*. 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 star 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.
 -  When you start to pass or shoot the ball, you stop dribbling. Once you stop dribbling, you cannot use the D-Pad to move again, 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.
 -  If your player has a high enough Dribbling rating, you can execute a spin move by tapping **A** twice.

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 you release **C**, 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 will automatically try 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

Everyone wants to make the sports highlights with awesome dunks, but winning takes tough D.

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

When you're close to the ball handler, your player automatically tries to reach in and steal the ball.

- ⦿ To try to steal the ball from an opponent, position yourself in front of the offensive player.

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.

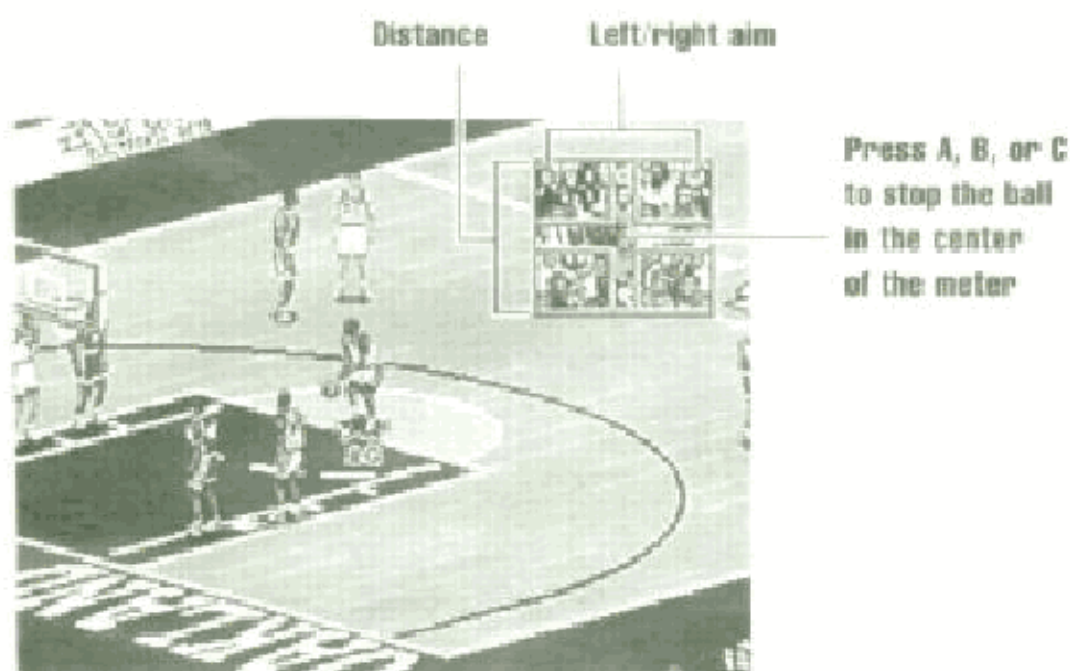
Fouls

An offensive player gets to take free throws as follows:

- ❑ When a player is fouled after the defense commits 5 or more team fouls in a quarter, the offensive 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 offense 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 line. The T-Meter appears when your player goes to the charity stripe.



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 to set the distance of your shot. The player shoots the ball, and normal play resumes.

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.

EA TIP When the visiting team shoots free throws, the home team players can rapidly press **A**, **B**, 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 page 22 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.

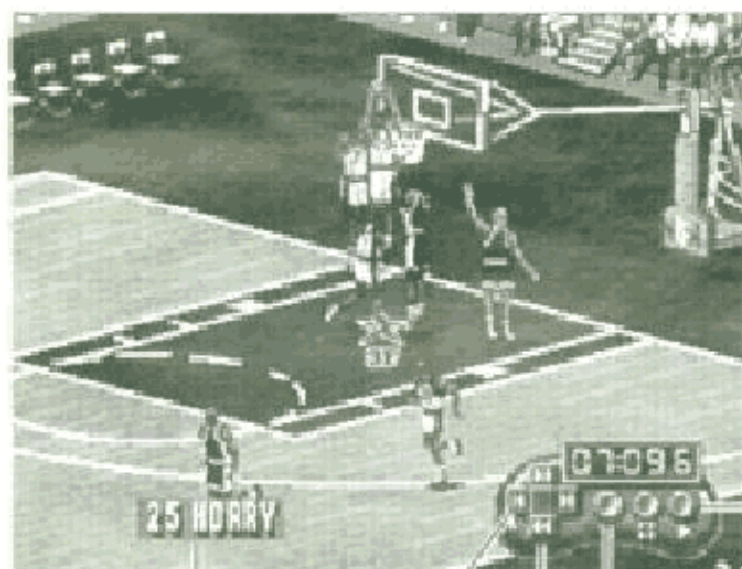
PAUSE MENU

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—backwards, forwards, reverse-angle, you got it.

- To go to the REPLAY screen while the game is paused, highlight **INSTANT REPLAY** from the PAUSE menu and press **B**. An overlay displaying the game clock and the button functions appears at the bottom of the screen.



Name of player camera is 'locked' on

Tap **←** to move frame by frame

Hold **→** to fast forward/rewind

Press **C** to play forward

Press **A** for reverse play

- ⦿ 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:

- ⦿ Highlight **TIME OUT** from the **PAUSE** menu and press **B**. The **SUBSTITUTION** option becomes available if it was not 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 appears. The 5 players currently in the game are listed on the screen.
 - ⦿ To cycle between game stats, attributes, 1994–95 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. D-Pad \uparrow to highlight a player, and press **B** to insert that player into the lineup. To return to the Pause menu, press **START**.

EA TIP Track the **STAMINA** rating for your players throughout the game — when a player's bar turns orange or red, 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 **PLAYER STATS** screen to view statistics for NBA players. The team you control is shown by default.

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

🌀 To cycle through the available stats and player ratings, press **A/C**.

TEAM STATS: Go to **TEAM STATS** screen to view both teams' statistics for the current game.

USER STATS: Go to **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.

Shot Display

View a shot chart showing made (✓) and missed (✗) shots.

Cycle between Team, User, and Individual Players

Cycle between all FGs, Points in the Paint, 2 Point, and 3 Point shots

Toggle MADE and MISSED shots on/off

- ⦿ To highlight an option, D-Pad ↑.
- ⦿ To cycle the highlighted option, D-Pad ← →.
- ⦿ To switch to the other team, press B.

Strategy Menu

Offensive Plays

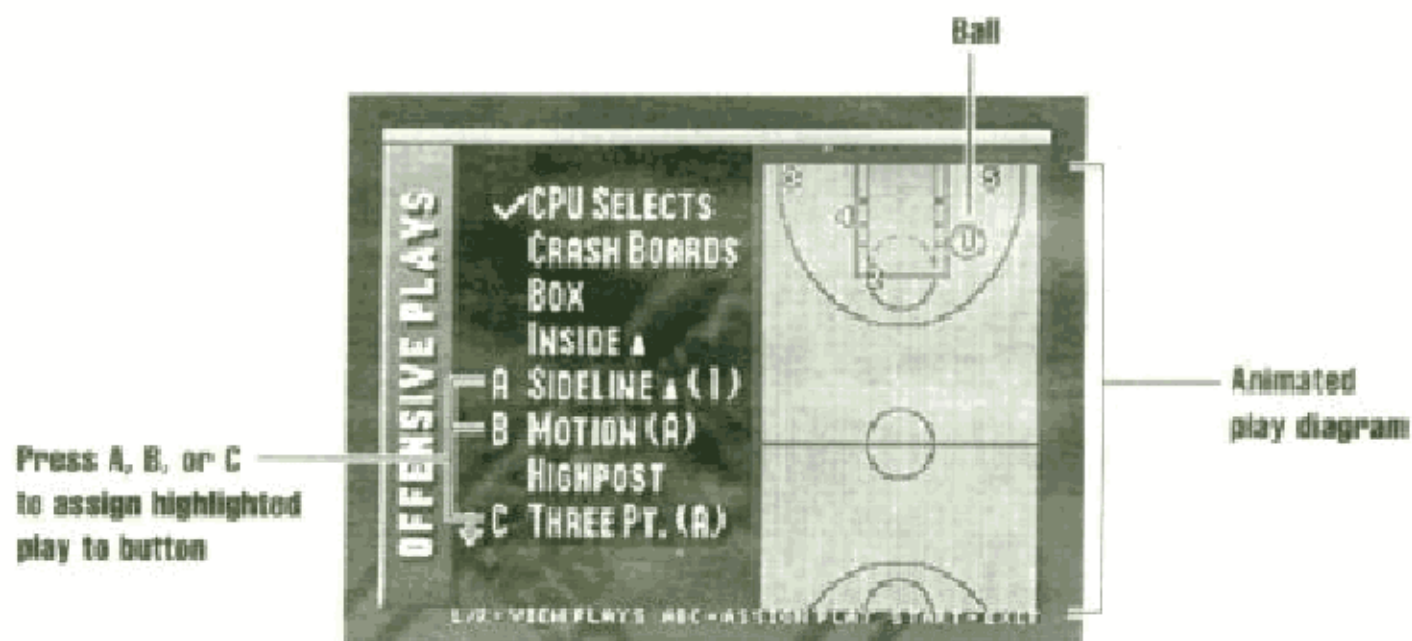
Go to OFFENSIVE PLAYS menu to select offensive sets, plays and strategy. You can have the computer automatically choose sets and plays, or you can choose three sets/plays to call during the action.

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.

- ⦿ To toggle an option ON (✓)/OFF, highlight the option and D-Pad ← →.

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 96*, and each set contains from 3–8 plays.



- ⦿ To highlight an offensive set, D-Pad ↑.
- ⦿ 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 | Ⓜ 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 **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 96*, 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 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.

- To call the appropriate Quick Play during the game, press **START + A, B, or C**.

Def. Quick Plays

Two Defensive Quick Plays are included so you can 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.

- To call the appropriate Quick Play during the game, press **START + A, B, or C.**

Defensive Matchups

Go to **Defensive Matchups** screen.

1. To select the highlighted player, press **B.**
 2. To change the opposing player the selected player guards, D-Pad \downarrow to 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 \leftarrow . 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 in 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 **SET RULES** menu (page 8) to change rules and simulation options.

SET OPTIONS: Go to **SET OPTIONS** menu (page 7).

PLAYER SETUP: Change controller options (but not your user name). (See "Custom Teams" on page 10.)

EXIT GAME: Go to EXIT GAME menu. Highlight EXIT GAME and press **B** 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 are at full 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. Press **START** to continue, and 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.

Season Play

You can take from 1–4 teams through an entire season in *NBA Live 96* 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 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 saved. 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 sort the teams by rating, D-Pad **↓** to highlight a rating, D-Pad **←**, to cycle through the teams as sorted by that rating.
 - To view a report for the selected team, highlight **TEAM REPORT** and press **B**.
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, D-Pad **↓** to 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. D-Pad ↑ to highlight one of the two memory slots, then press any button. 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.



D-Pad ↓ for more options

- ⦿ To move through your team's calendar by day, D-Pad ← →. (To move by month, press A/C.)
- ⦿ To highlight options from the menu, D-Pad ↑.
- ⦿ To activate the selected option, press B.
- ⦿ To jump to the next scheduled game, press START. If the next scheduled game is already highlighted, pressing START will play the game.

PLAYOFFS: Go directly to the Playoffs, with the current standings determining the Playoff seeding. (See "The NBA Playoffs" on page 31.)

✓ **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 teams stats for your team and your next opponent are displayed.

⊗ To toggle between the two teams, press **B**.

⊗ To cycle through NBA teams, D-Pad ←→.

ROSTER: Go to **RE-ORDER ROSTER** menu (page 36).

LEAGUE LEADERS: View the top 10 League Leaders in 13 statistical categories.

STANDINGS: View League Standings by division.

⊗ To cycle through the NBA divisions, D-Pad ←→.

⊗ To see more teams, D-Pad ↕.

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** screen (page 34).

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 22nd. On your last game before this date, the computer prompts to ask if you wish to make any trades before the deadline passes. Highlight **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 page 31. 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 96*. 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 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.

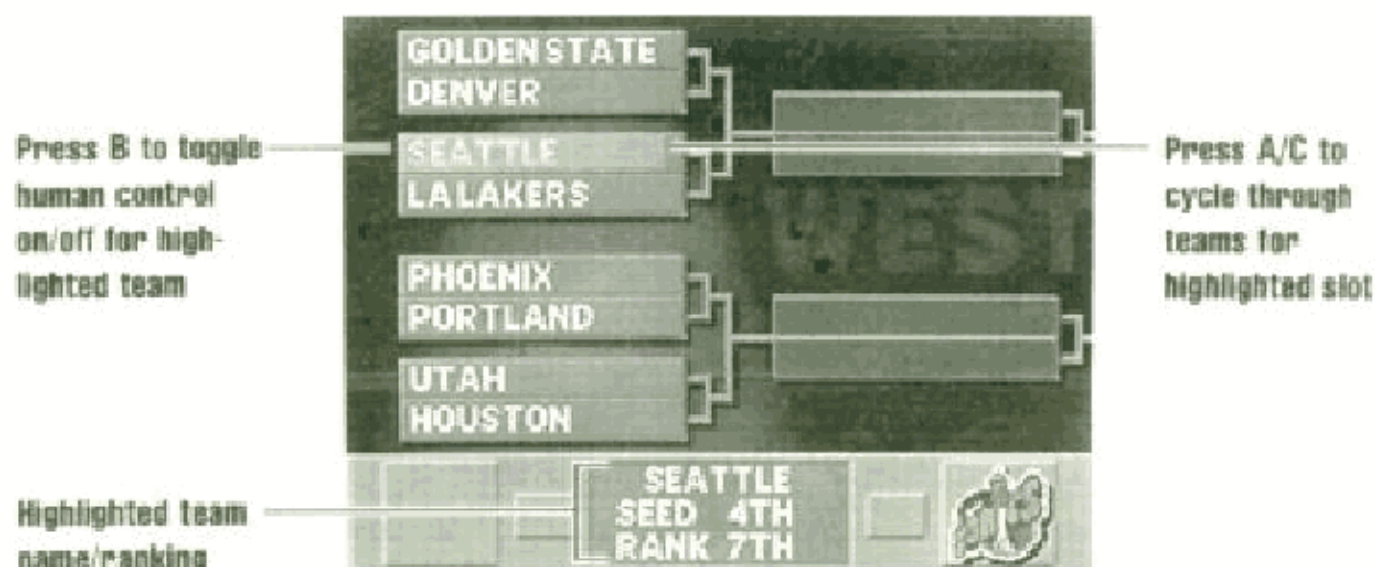
1. From the GAME SETUP menu, select **PLAYOFFS** from the **MODE** option. Press **START** to continue, and the **BEGIN PLAYOFFS** screen appears.
2. Highlight a memory slot and press any button to select that slot. The **PLAYOFF LENGTH** screen appears.
3. Choose from **5-7-7-7** (the NBA format: 5 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



- To highlight a team, D-Pad \uparrow . To scroll the screen left/right, D-Pad \leftarrow .
- To toggle human control on/off for the highlighted team, press **B**. Human-controlled teams are highlighted in gold. Games involving human-controlled teams are 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:

D-Pad \leftarrow to highlight **YES** and press **B**. The **ROSTER SETUP** menu appears (see page 34). Press **START** to continue, and you return to the **PLAYOFF TREE**.

- The Playoff options appear at the center 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 (page 36). 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. Press **START** to return to the **GAME SETUP** screen.

Roster Setup Menu

From the **ROSTER SETUP** menu, you can trade, draft, and create players and set the starting lineup for any team.

✓ **NOTE:** Team rosters are determined by actual NBA rosters as of April 24, 1995. 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. Highlight **TRADE PLAYERS** from the **ROSTER SETUP** menu and press **B**. The **TRADE PLAYERS** screen appears.
2. D-Pad \uparrow to 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 $\leftarrow \rightarrow$. (**X/Z** or **START** + **A/C** to toggle between 1994–95 stats and ratings.)
 - ⦿ To highlight the player you wish to trade for, D-Pad \downarrow .
3. To accept the trade for the highlighted player, press **B**. (To cancel, press **START**). The players are exchanged, and you return to the **TRADE PLAYERS** screen.

DRAFT PLAYERS MENU

Go to **Draft Setup** menu to run an expansion draft for the new Toronto and Vancouver franchises. The rules of the *NBA Live 96* expansion draft are as follows:

- When an NBA player is drafted by an expansion team, his roster slot becomes available.
- Only one player per NBA team may be drafted.

✓ **NOTE:** If you have previously run the draft, selecting this resets all player trades.

Automatic Draft

The computer automatically drafts players for both expansion teams.

- To toggle between Vancouver and Toronto rosters to view the results, press **A/C**. Press **START** to continue.

Draft Both Teams

Make draft selections for both new teams. Toronto selects 14 players, and Vancouver selects 13 players.

1. At **THE DRAFT** screen, D-Pad \uparrow to highlight a roster slot, and then press **B**. The lower portion of the screen lists the available players from an NBA team.
 - To cycle through the NBA teams, press **A/C**; to highlight a player, D-Pad \downarrow .
2. To draft the highlighted player, press **B**. The two teams take turns making picks — Toronto drafts a player first, then Vancouver, then Toronto, etc.
 - To 'pass' on a draft pick (i.e., draft no player that round), press **START**.
 - Repeat the process until both teams have filled all their roster slots. To continue, press **START**.

Draft Vancouver Only

Make draft selections for Vancouver only; Toronto selections are made by the computer.

Draft Toronto Only

Make draft selections for Toronto only.

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 1994–95 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

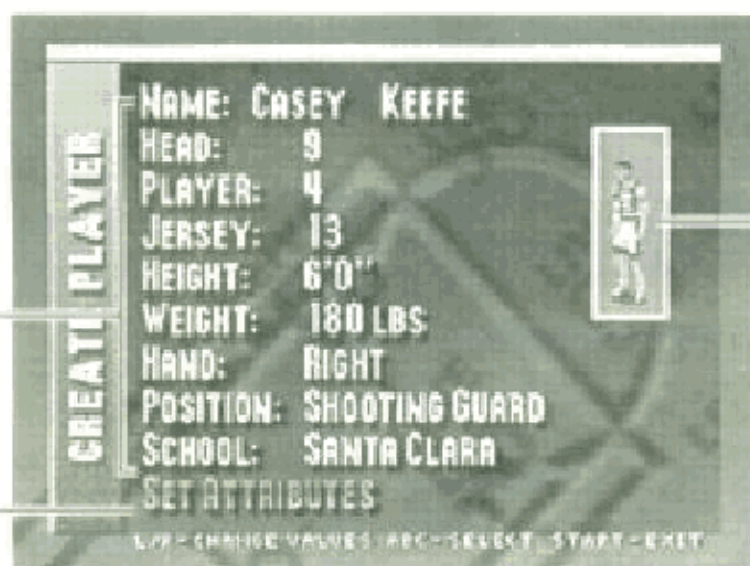
You can create and edit up to 32 players in *NBA Live 96*. Newly created players are placed in the Free Agents pool, and may be picked up by any team.

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; Press **C** for upper case and **B** for lower case. (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.

D-Pad \updownarrow to move highlight up/down

D-Pad $\leftarrow \rightarrow$ to change highlighted option

Go to SET ATTRIBUTES screen



Picture of player

NAME: To edit the player's NAME, highlight the first or last name and press **B**.

HEAD and PLAYER: D-Pad $\leftarrow \rightarrow$ 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.

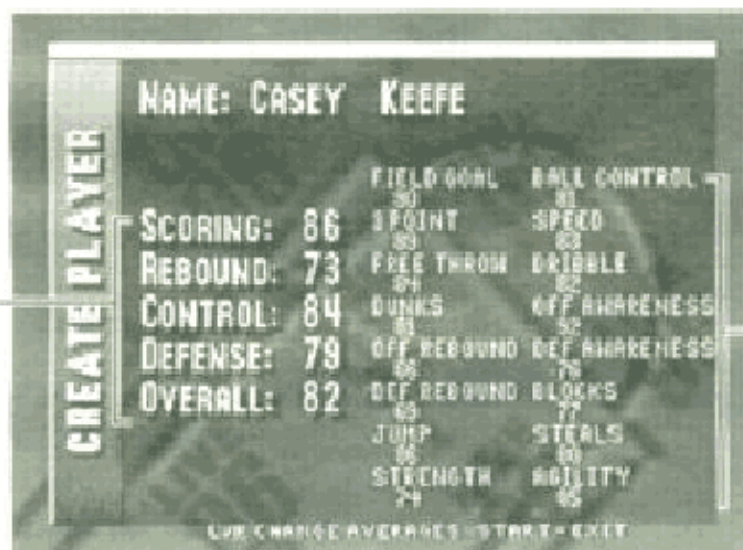
POSITION: Player's natural position.

SCHOOL: Player's college.

SET ATTRIBUTES: Set player skill ratings:

D-Pad \updownarrow to move highlight up/down

D-Pad $\leftarrow \rightarrow$ to set Overall ratings



Individual skill ratings:

SCORING: Controls Field Goal, 3 Point, Off. Awareness, Free Throw, and Dunks ratings. To set the overall SCORING rating, D-Pad \leftarrow . 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. For both series save slots, 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 from your team (or select an empty slot if you have one), and trade for the Created player from the Free Agents pool that appears after the last NBA team.

To delete an existing player:

Choose **DELETE PLAYER** from the **ROSTER SETUP** menu, then select a player from the **DELETE PLAYER** list screen. Press **B**, and then select **DELETE** to erase the player or **CANCEL** to return to the **DELETE PLAYER** screen.

To edit an existing player:

Choose EDIT PLAYER from the ROSTER SETUP menu, then select a player from the EDIT PLAYER list screen. Press B, and the EDIT PLAYER screen appears. Change player features and attributes in the same manner as in the CREATE PLAYER screen.

Credits

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Stunt Programmers: Amory Wong, Allan Johnson

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Paul "Churn Butta" Warner

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Special Thanks: Jay Triano, Scott Clark, Ted Murray,

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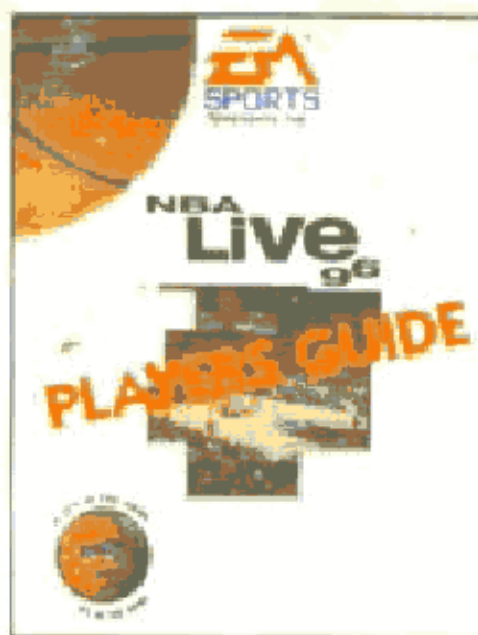
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