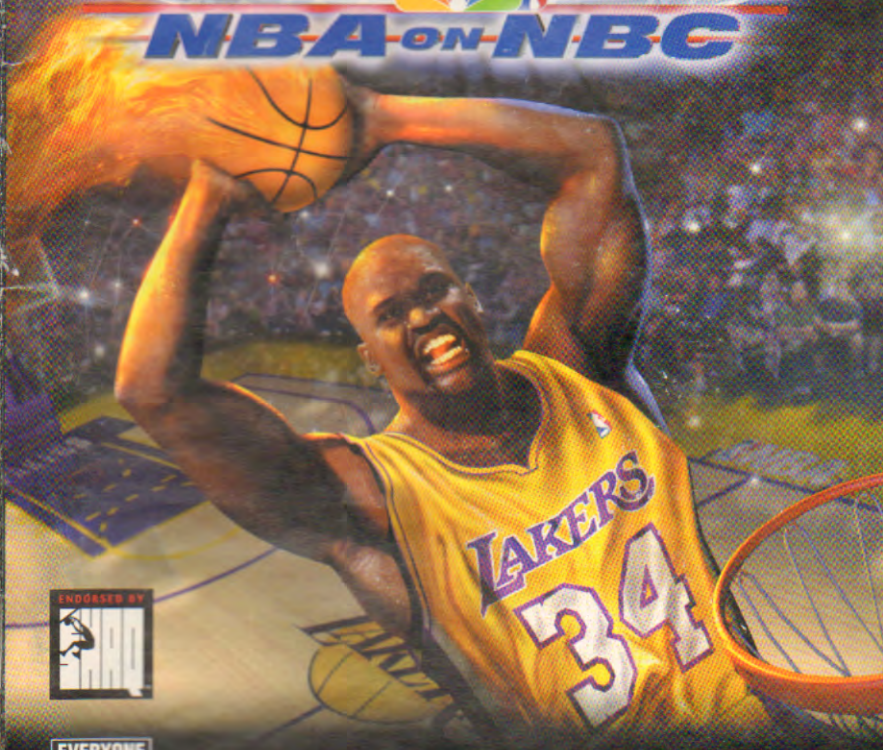


U/NUS-NSOE  
USA

# INSTRUCTION MANUAL



MIDWAY HOME ENTERTAINMENT INC.  
P.O. Box 2097 Corsicana, TX 75151  
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EUROCOM  
ENTERTAINMENT SOFTWARE



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EmuMovies

# WARNINGS

## WARNING

Please read the enclosed consumer information and precautions booklet carefully before using your NINTENDO® hardware system, Game Pak or accessory. This booklet contains important safety information.

*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.*

EVERYONE

NO DESCRIPTOR

This game is compatible with the Controller Pak accessory. Before using the accessories, please read the Controller Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak accessory.

## MIDWAY CUSTOMER SUPPORT

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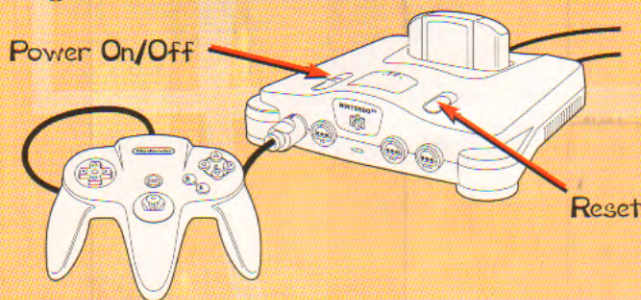
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC. ©1996 NINTENDO OF AMERICA INC.

# TABLE OF CONTENTS

GETTING STARTED .....	3
CONTROL STICK FUNCTION .....	4
CONTROLS .....	5
DEFAULT CONTROLS .....	6
START/OPTIONS .....	7
OPTIONS .....	8
MAIN MENU .....	9 - 10
CREATE-A-PLAYER .....	11 - 14
SELECTING YOUR TEAM .....	15 - 16
ON THE COURT .....	17 - 18
COOL MOVES .....	19 - 23
STATISTICS .....	24
SUBSTITUTION .....	24
COACHING TIPS .....	25
CREDITS .....	26
ALL-TIME SCORES .....	27 - 28
WARRANTY .....	30

**WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!**

- Turn the power **OFF** on your N64™.
- Insert the Game Pak into the slot on the N64™. Press firmly to lock the Game Pak in place.
- Turn the power switch **ON**. After the appearance of the title and legal screens, you may bypass at any time by pressing **START**.

**CONTROLLER PAK MENU**

Press and hold **START** upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller Pak.

**NOTE**

Loading and saving of data can only be accomplished with a Controller Pak that is inserted in Slot 1. If you attempt to save data with your controller plugged into one of the other 3 slots, the data will not save to your Controller Pak.

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad. When turning the Control Deck power **ON**, do not move the Control Stick from its neutral position on the controller.



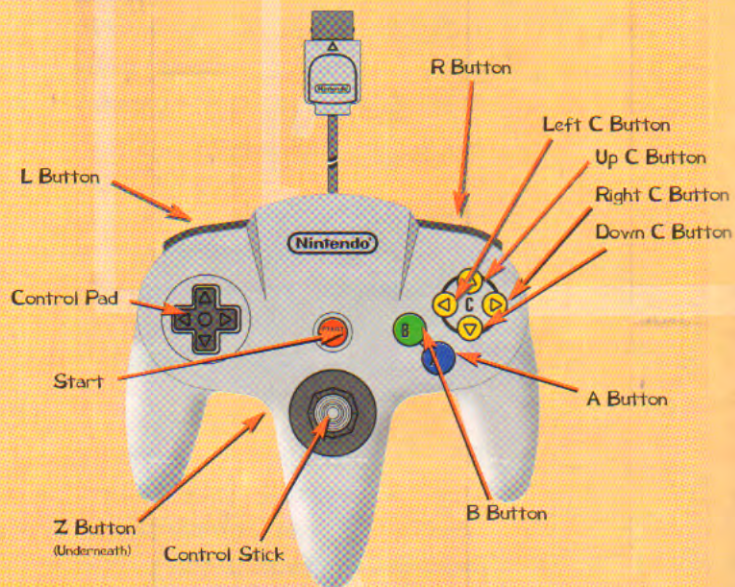
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R** Buttons.

The **Control Stick** is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

Before you begin your game, familiarize yourself with the controls.



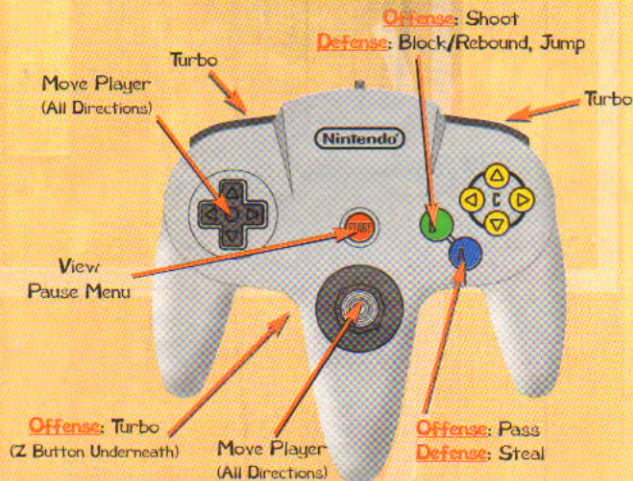
### QUITTING A GAME IN PROGRESS

Press **START** to pause the game. The Pause Options Screen will appear. Highlight **EXIT GAME**, then press the **A Button**. When prompted to confirm, select **YES** and press the **A Button** again.

### MULTIPLE PLAYERS

NBA Showtime supports up to 4 players. At anytime before or during a game, players can begin or join a game in progress automatically by picking up a controller and pressing **START**. Remember, all controllers must be plugged in before power up.

Displayed below is the default controller configuration. You can modify this configuration if you choose. (See Controls, pg. 8.)



### DEFAULTS

#### Offense:

- Turbo ..... R Button or Z Button
- Shoot ..... B Button
- Pass ..... A Button

#### Defense:

- Block/Rebound ..... B Button
- Steal ..... A Button
- Shove/Push ..... R Button or Z Button + A Button

See **Cool Moves**, pg. 19 - 23, for descriptions and controls for special moves.



At the **Demo** or **Title Screen**, press the **START** Button to view the **Start/Options Screen**. Press your **Control Pad Up** or **Down**, then press the **A** Button to select an option. When you select **Start Game**, the **Select Player Number Screen** appears.

Press your **Control Pad Left** or **Right** to highlight the player number you want to use, then press the **A** Button. Up to 4 players may use this screen to take turns selecting their teammates and preferred player number.

After players make selections, the **Main Menu** appears. See **Main Menu**, pg. 9.

Select **Options** to go to the **Options Screen**.



To make changes to the available options, press the **Control Pad Left** or **Right**.

### DIFFICULTY

You can adjust the level of **Difficulty**, so the **CPU** opponent won't run up the score on you. If you're just getting started with the game, you might want to start with a lower difficulty setting until your gameplay improves.

### MUSIC

Fine tune the audio levels of the game's **Music**.

### EFFECTS

Adjust the audio level of the game's **Sound Effects**.

### CLOCK

You can also fine tune the speed of the game **Clock**.

### CONTROLS

Select from three preset configurations. Here's how:

Press your **Control Pad Up** or **Down** to highlight the controller you want to modify (1, 2, 3 or 4), then press the **A** Button. To modify your controller, press your **Control Pad Left** or **Right** to select from the three preset controller configurations.

When you've finished, select **Exit** to view the **Controller Configuration Select Screen** to modify the other controllers, or select **Exit** again to return to the **Options Menu**.

### NOTE

Options can not be saved to your **Controller Pak**.



At the Start/Options Screen, select Start Game to view the Player Number Select Screen. After selecting numbers the Main Menu will appear. Press the **Control Pad Left** or **Right** to highlight an option, then press the **A Button** to select one of three options:

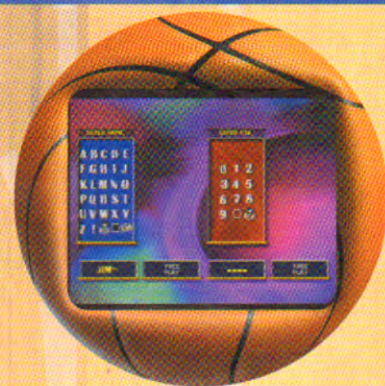
### ENTER INITIALS

This option first takes you to the Enter Name Screen. Up to 4 players can enter initials and pin numbers. This process allows the game to accumulate your personal stats each time you enter your name and pin number prior to each game.

If you've created a player character, enter the name you chose when you created your player (see **Create Player**, pg. 11). The game will make that character available at the Choose Team Screen (see **Selecting Your Team**, pg. 15).

To enter your name:

- 1 Press your **Control Pad Up**, **Down**, **Left** or **Right** to highlight a letter or number; then press the **A Button** to select. Repeat step 1 to enter the letter or number you want. Select the blank box (space) to separate letters or **BCK** (delete) to fix mistakes.



- 2 Select **END** to enter the name, and go to the Enter Pin option.
- 3 Repeat the above process to select a personal pin number for your name. If you've entered a created player's name at the Enter Name Screen, enter the pin number you chose for that player. His or her name will appear at the Choose Team Screen (see **Selecting Your Team**, pg. 15).

### NOTE

Your Controller Pak will hold no more than 32 different saved names. After the 32nd saved name, previously saved data will be overwritten based on when they were created. To manage your data, view the Controller Pak Menu (see page 4).

### WARNING

Any unwanted saved names cannot be deleted individually. Attempting to do so (by means of deleting the NBA Showtime note in the Controller Pak Menu) will delete all other saved names.

### SELECT TEAM

Select this option to go directly to the Choose Team Screen. You can select the team you want, then get right on the court quick and easy (see **Selecting Your Team**, pg. 15).



This **One Player** option lets you create your own character, and take on the NBA's best players. You can also modify a previously created player. Prior to any game you play, you can enter your created player's name and pin number. The new character will then be available at the **Select Team Screen** (see **Selecting Your Team**, pg. 15).

### ENTER NAME/PIN

Your newly created player will need a name and personal pin number. Follow these steps:

- 1 Press your **Control Pad Up, Down, Left** or **Right** to highlight letters or numbers, then press the **A Button** to select.
- 2 Repeat step 1 until up to six characters have been entered. Select the blank box to separate letters or **BCK** (delete) to fix mistakes.

- 3 Select **END** to accept. You'll go to the **Enter Pin** option.
- 4 Repeat steps 1 and 2 in the above process to select a personal pin number for character. When you've finished, the game will tell you whether your character has or doesn't have a record.

Press your **Control Pad Up** or **Down** to highlight an option, then press the **A Button** to select it. The following options are available to create your player:

### VIEW STATS

If you have a new character to create, you won't have any accumulated stats to view in this option. If you have created a character, you can enter the name and pin number to view accumulated statistics. Press the **A Button** to cycle through the stats.

### HEAD

Press your **Control Pad Left** or **Right** to view the available heads for your new character. When you've finished, press the **A Button** to exit and move on to the next option.

### NOTE

Custom uniform colors cannot be changed.

### WARNING

Any unwanted saved names cannot be deleted individually. Attempting to do so (by means of deleting the **NBA Showtime** note in the **Controller Pak Menu**) will delete all other saved names.

## ATTRIBUTES

Press your **Control Pad Up** or **Down** to highlight the attribute you want to modify. Press **Control Pad Left** or **Right** to increase or reduce the amount of skill points for a particular attribute. Your total points available are displayed above the attributes.

When you make changes, these points increase or decrease. To make points available for an attribute you want to increase, you must decrease points in other attributes and transfer them.

As you make changes, your attributes will change in the window below your player's likeness. When you've finished, press any button to exit the option.



## PRIVILEGES

You can select 2 of the 7 available privileges for your new player. Press your **Control Pad Up** or **Down** to highlight the privilege you want to select. Press **Control Pad Left** or **Right** to select it or access a sub-menu. Here are your choices:



### STEALTH TURBO

Your player's shoes will not change color, so your opponent won't have the advantage of knowing when you're using Turbo.

### BIG HEAD & DRONE BIG HEAD

This option places a large head on your character or your drone.

## COURT SELECT

This option allows you to choose your favorite court before each game.

## CHOOSE HOTSPOT

Pick the spot on the court where you'd like your player's Hotspot to be. When you take a shot from your hotspot, it's nothing but net!

## HIDE ATTRIBUTES

If you choose this option, your opponent won't be able to see your distribution of attribute points at the Choose Team Screen (see **Selecting Your Team**, pg. 15).

## CHOOSE JERSEY

Press your **Control Pad Up** or **Down** to highlight the team whose jersey you want your created player to wear or **Left** and **Right** to select your **Home**, **Away** or any other jersey available.

## EDIT NAME

Change saved character's name and number (see **Enter/Name Pin**, pg. 11).

## SAVE/EXIT

Save your modifications. Select **YES** to confirm and exit or **NO** to return to the Create Player options.

## SAVING CREATED PLAYERS

NBA Showtime will only save created players if a Controller Pak is inserted in Controller Port 1. Otherwise, data will be lost when you reset or power down.

### NOTE

Any identical name and number will be overwritten by the most recently saved character data.





The Choose Team Screen displays NBA teams available in the game. Press your **Control Pad Up** or **Down** to move the team you want in the selection window. Press the **A Button** to select a team and view the available players for that team.

Each player can press the **Control Pad Left, Right, Up** or **Down** to cycle through the available players for the team chosen. Press the **A Button** to select a player. If you're playing a one player game, you'll have to select a 2nd player for your team.

As you cycle through the roster, their player attributes appear in the window below their faces. When you find the players you want, press the **A Button** to select them and go to the MatchUp Screen.



Special Codes

The Matchup Screen displays the names and logos of the two competing teams. At the bottom portion of the screen, there is a three digit area to enter special codes just like the arcade game. You can enter codes by pressing the **Turbo Button** (first digit), **Shoot Button** (second digit) or the **Pass Button** (third digit).

To input more than one code, follow the procedure above, then quickly press the **Control Pad Left, Right, Up** or **Down**. The codes you entered first will flash and remain on-screen. At this point, you can enter another code before the game starts. The first code you entered will be stored, as well as the second one. Do this procedure quickly, or you'll run out of time.

#### TIP

These codes can be found in magazines, strategy guides, the internet or with a little experimentation on your part!

Are you ready to do some high flyin' slammin' and jammin'? Let's get you familiar with the game screen before you start. Here are some things you'll need to know:

Turbo Meter



Jump Ball Meters

### JUMP BALL METER

At the start of the game, your player is at center court for the jump ball. The gauges on the right and left display the jump power for each of the two players in the circle.

To have a better chance to win the jump, quickly tap on your **Turbo** and **Jump and Pass Button** to boost the power and height of your jump.

### TURBO METER

The top of the screen displays a colored **Turbo Meter** under the names of the four players on the court. As you use your turbo, the **Blue** (Player 1), **Green** (Player 2), **Red** (Player 3) or **Yellow Bar** (Player 4) diminishes until it's gone. It recharges automatically when you aren't using it.

Time Remaining

Scoreboard

### SCOREBOARD

At the top of the screen, the **Scoreboard** displays the score of the game, the Quarter and the Time remaining. When the clock is under one minute, it's displayed on the lower right of the screen until time expires.

### SHOT CLOCK

When you gain possession of the ball, you have **24** seconds to

release the ball from your hands toward the hoop. When the shot clock counts down to **10** seconds, it will appear in the lower left portion of the screen to let you know. If you don't shoot in time, the words "**SHOT CLOCK VIOLATION**" will appear, and possession of the ball will be given to the other team.

### PLAYER NUMBER TAGS

Below each player's feet is a colored circle containing a **1, 2, 3** or **4**. The number lets players **1** through **4** know what player they are controlling on the court. When a player is off-screen, the arrow moves to the side of the screen, pointing to the location of your player.

Shot Clock

Player Number Tag



This is the fun stuff! To learn the cool moves in **NBA Showtime**, read through the following information:

### DRIBBLING

The computer takes care of your player's basic dribbling, but you can put some moves into the dribbles to keep from getting the ball stolen. While dribbling, quickly tap the **Turbo Button** twice to do a spin move around a player.

### SHOOTING

In **NBA Showtime**, there's more to shooting than just pressing the **Shoot Button**. There's a good chance that another player will be in-your-face every time you attempt a shot. If a player jumps to block your shot just as you press the **Shoot Button**, you can hold the button down to delay the release of your shot.

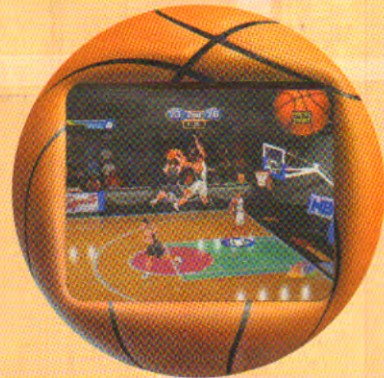
To get a little more height and energy into your shot, try pressing the **Turbo** and **Shoot Button** at the same time. Your best chance to nail your jumper occurs when you release the ball at the peak of your jump.

Also, to shoot around your opponent try pressing the **Control Pad** in all directions. Your player will do a fade away, a lean-in shot, or a left/right leaning shot depending on which way you hold the **Control Pad**.

### PASSING

This isn't always such an easy skill. Make sure your man is open when you pass, and don't be a ball hog. It's much harder to take the ball away from two players working as a team.

You can press the **Pass Button** as you go to the hoop to dish off to your teammate or to escape opponents in-your-face at the hoop. **Skilled Point Guards** pass more creatively than big men or forwards.



### REBOUNDING

Don't always assume the ball is going down. Time your jumps at the net, so you can bring it down. Press your **Shoot Button** and the **Turbo Button** together to get high in the air. When you get the rebound, your teammate should be running down the floor toward your net. Pass it deep.

Offensive rebounds are a must. Follow your shot to the net to rebound a possible miss, then try pressing the **Shoot Button** while you're in the air. It's a pretty sweet move.

**ON FIRE!**

A player who sinks three hoops in a row becomes **On Fire**. The ball will smoke when he gains possession and gains **Unlimited Turbo**. When he shoots the ball, he has a much greater chance of making any shot he throws. Take full advantage of a teammate who's **On Fire**. It's no time to be a ball hog. To extinguish a player who is **On Fire**, the opposing team needs to make just one basket.



When a team of players do three **Alley Oops** or **Double Dunks** in a row (without the other team making a basket), you achieve **Team Fire**. At this point, both players are on fire with **Unlimited Turbo**. Remember, **Fire** and **Team Fire** eventually shuts off after 5 shots are made.

Take your opponents to town and start a run. To stop **Team Fire**, the opposing team must complete an **Alley Oop** or **Double Dunk**. If a player or team is **On Fire** at the end of a quarter, they will still be **On Fire** to start the next quarter.

**PUSH/SHOVE/FOUL**

Here's a move that will help you start a run. Press the **Turbo** and **Pass Button** to knock your opponent on his butt. The ball may or may not come loose, but it's a good opportunity to create a turnover. Be careful though, commit 5 fouls and your opponent will be given a **3 Point** free throw attempt.

**TIP**

A Goaltended basket does not count as a hoop. Do whatever it takes to catch **Fire** or **Team Fire**.

**THE ALLEY OOP!**

Yes, the most exciting part of the game! Dazzle your friends with this one. As you go hard toward your net, watch for your teammate flying toward the net.

When he jumps high and flashes in the air, press the **Pass Button** to dish the ball off. If all goes well, he'll slam it home! Press **Turbo** and the **Shoot Button** together to go up yourself.

**HEAD FAKE**

With your feet planted, quickly tap the **Shoot Button** to execute this move. A well executed head fake may cause your opponent to mis-time his block attempt.

**CLEARING OUT**

If for some reason you hold up and have to pass the ball or shoot, quickly tap the **Turbo Button** to grasp the ball hard and throw elbows from side-to-side. This will make it more difficult for your opponent to steal the ball.

**SPIN MOVE**

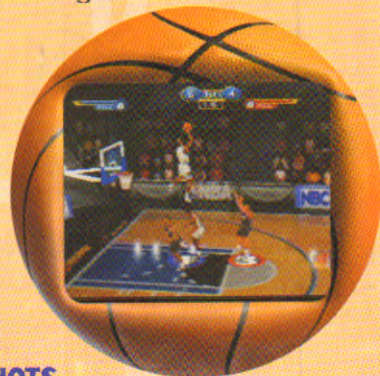
As you dribble, quickly tap the **Turbo Button** twice.

**THE DOUBLE DUNK**

Teammates can both jump high and drive hard to the hoop, then the ball carrier must press the **Pass Button** to dish off to his flashing teammate behind him (next page).

**THE DOUBLE DUNK (CONT'D)**

Repeat this move, then leave your opponents guessing if you'll pass or not. Either way, you should be able to score. The player without the ball must press the **Turbo** and **Shoot** Button to jump high toward the net, behind his teammate who should be dishing the ball off.

**BLOCKING SHOTS**

This is one of the keys to a great defensive game. Try to time a player's shot attempt, then step in front of him and press the **Shoot** Button. If he's way up there, press your **Shoot** Button and the **Turbo** Button to greet him above the rim.

**TIP**

A player's attributes will tell you what skill he is best able to perform. A good shooter will make more 3-pointers, a power player will get more rebounds and be harder to clear out, and a dunker will do higher, more exciting dunks. Remember this when you select a player (see **Selecting Your Team**, pg. 15).

At Halftime, the Halftime Stats Screen will appear with current game stats for all four players in the game. Take a look at the stats, then decide if you need to bench one of your players.

The Substitution Screen will appear after Halftime Stats, so if necessary, you can substitute for any unwanted players (see below).

At the end of the game, the End Game Stats Screen will appear. Following the End Game Stats Screen, the Scoring Breakdown Screen appears.

**SUBSTITUTIONS**

At half time, you have the opportunity to substitute one or both players. You won't be able to change teams, so you'll have to select different players from the team you chose prior to the game.

At the Substitution Screen, press your **Control Pad Left**, **Right**, **Up** or **Down** to cycle through the available players, then press the **A** Button to return to the floor.

# COACHING TIPS



After the 1st and 3rd quarters, Coaching Tips are displayed. Read them carefully to get helpful playing tips and special moves. If you go into Overtime, you'll get more tips between each quarter.

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# ALL-TIME SCORES

High scores are saved to the Controller Pak when you finish a game. To achieve a high score, a player must complete a minimum of 5 games. If you played well enough, the name you entered prior to the game will appear on the High Scores. The high scores will then be displayed in the demo mode following a game. Press the **A Button** to cycle through them, or press **START** to return to the Select/Options Screen.

**KEEP A HARD COPY OF YOUR SCORES HERE!**

<u>PLAYER</u>	<u>SCORE</u>	<u>PLAYER</u>	<u>SCORE</u>

# ALL-TIME SCORES

<u>PLAYER</u>	<u>SCORE</u>	<u>PLAYER</u>	<u>SCORE</u>

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