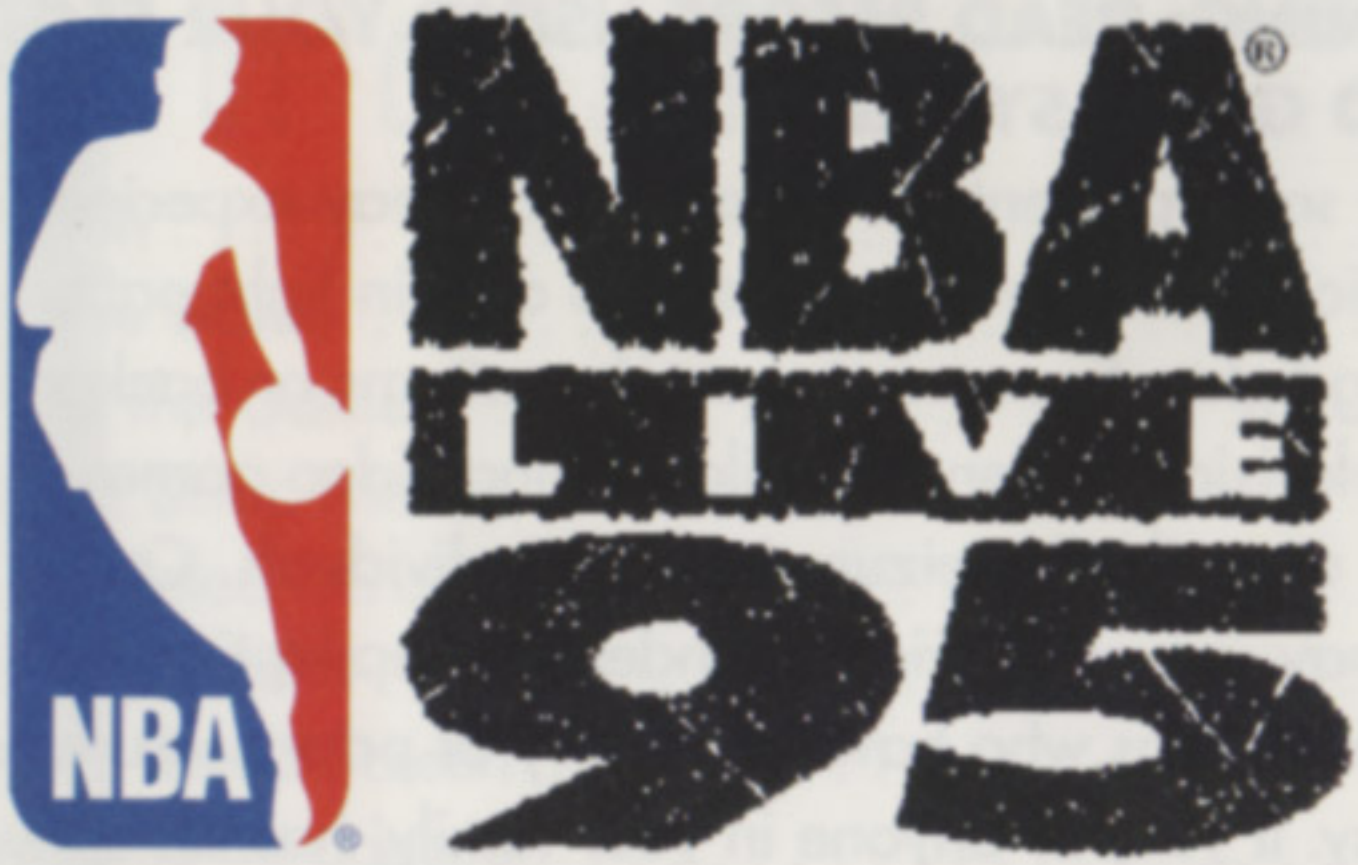

By Hitmen Productions/Canada

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.

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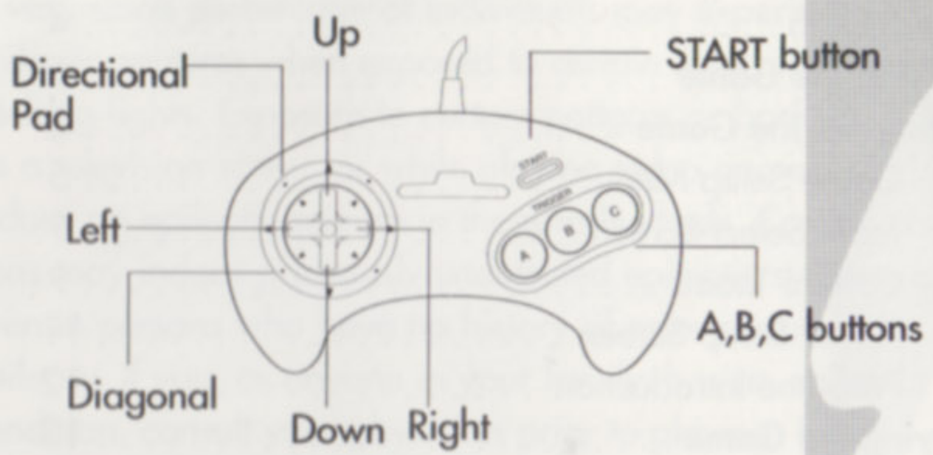
CONTROL SUMMARY



During gameplay:

D-Pad	Move player
START	Pause game
A	Turbo mode (see below)

Offense—with the ball

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

Offense—without the ball

B	Switch players (D-Pad to choose player)
C	Jump/Rebound (or make computer ball handler shoot)

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

Defense

B	Switch to player nearest the ball (or press D-Pad to choose player)
C	Jump to rebound or block shot

Turbo mode

A + D-Pad	Run faster
A + **B** (Pass)	Hard pass

Menu controls

D-Pad up/down	Move highlight up/down
D-Pad left/right	Change highlighted option
START	Continue
A	Change highlighted option (cycle left)
B	Select highlighted option
C	Change highlighted option (cycle right)

INTRODUCTION

Just as the NBA® has come a long way from set shots and canvas sneakers, *NBA® Live '95* is advanced far beyond previous b-ball vidgames. Brand-new from the ground up, it maintains the features and strategy of previous EA SPORTS™ NBA titles and adds a fresh new perspective, all-new animations, incredible sound and graphics, and more options than ever before.

★ Exhibition, Season, and Playoff play, with battery-backed slots to save Season and Playoff series, player statistics, and user names and statistics.

★ All 27 NBA teams (each with realistic play styles), 2 All-Star teams, and 4 Custom teams.

★ Real NBA players, with each player rated in 16 skill categories. Complete 1993-1994 stats. (So put away that sports almanac; it's in the game.)

★ 30 degree court perspective for the best seats in the house.

★ All-new player animations, including jump shots, jump hooks, layups, about a zillion slams, stealing, falling, rebounding, and showboating.

★ Flexible strategy and options, including difficulty, rules settings, offensive and defensive sets, rebounding and defensive pressure options, individual defensive matchups, double-teaming, and player trades.

★ 4 Way Play™ adapter four player support.

★ TV-style graphics and presentation.

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 '95* cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch.

   The EA SPORTS and *NBA Live '95* logos appear. (If you don't see them, begin again at step 1.) Press **START** to proceed to the Game Setup menu.

SETTING UP THE GAME

GAME SETUP MENU

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

- D-Pad **up/down** to highlight options.
- D-Pad **left/right** 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).
- Press **START** to continue.

EA TIP: These controls are used in all menus in *NBA Live '95*, 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 an NBA team. See *Season Play* on p. 24.

PLAYOFFS: Start a new Playoff tournament with any NBA teams. See *The NBA Playoffs* on p. 29.

CONTINUE: Continue a Season or Playoff saved in one of the three battery slots.

STYLE

ARCADE: Up tempo basketball where the players never tire, get injured, or foul out.

CUSTOM: Use last SET RULES menu settings for rules and simulation options.

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

LEVEL

ROOKIE: The easiest difficulty level. It's easy to score and the computer team isn't too hard on you.

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

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

QUARTER

The length of a quarter can be set to 3, **5**, 8, or 12 MIN.

SET RULES

Go to SET RULES menu. See *Set Rules Menu* below.

SET OPTIONS

Go to SET OPTIONS menu. *See Set Options Menu* on p. 8.

SET RULES MENU

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

DEFENSIVE FOULS

This slider (off by default) sets the likelihood that defensive fouls are called.

CHARGING

Sets the likelihood that offensive fouls are called by the referees (off by default).

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**.

FOUL OUT

Set player foul outs from 3–9 fouls or **OFF**. In the NBA, players are ejected after their sixth foul, but you can adjust the number to suit your play style and period length.

3 IN THE KEY

Toggle three second calls ON/**OFF**.

INBOUND CLOCK

Toggle 5 second inbound clock ON/**OFF**.

HALF COURT CLOCK

Toggle 10 second backcourt clock ON/**OFF**.

SHOT CLOCK

Toggle 24 second shot clock ON/**OFF**.

INJURIES

Turn player injuries ON/**OFF**. When Injuries are ON, every time a player gets knocked down there is a small chance he will be injured. An injured player is only affected during the current game.

Fatigue Toggle player fatigue ON/**OFF**.

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).

Sound Effects Toggle game sound effects **ON**/OFF.

Crowd Noise Toggle crowd sound **ON**/OFF.

Sega Assistance Toggle SEGA ASSISTANCE ON/**OFF**. If ON, the computer increases the abilities of the team that's behind to help them get back in the game.

Slow Motion

Dunks Turn automatic slow motion for spectacular slams ON/**OFF**.

Auto Sub Notify Turn notification of automatic player substitutions **ON**/OFF.

Shot Control Toggle shot control between **PLAYER** and SEGA. In PLAYER mode, the chance the shot will go in is determined by the distance, angle, and release point of the shot. In SEGA mode, the shot's probability is determined by the NBA player's statistics and attributes rather than player control.

Ratings Style Toggle player ratings between **BARS** or NUMBERS.

Team Select Screen

The Team Select screen appears before every exhibition game. The visiting team is shown on the left side of the screen, and the home team is shown on the right. Team ratings appear below the team logos when NBA teams are selected.

- To toggle the highlight between the home and visitor teams, press **B**.
- To change the highlighted team, D-Pad **left/right** to cycle through the NBA, All-Star, and Custom teams.
- To sort the teams by rating, D-Pad **up/down** to highlight a rating. As you D-Pad **left/right** you cycle through the teams as sorted by that rating.
- Press **START** to continue. The Player Setup screen appears.

Custom Teams

In *NBA Live '95*, you get four Custom teams that you can populate with your choice from the starters of 27 NBA teams. Custom teams can only be used in Exhibition games, and have dashes around their names 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.

CUSTOM TEAM Screen

To change the players on the Custom roster:

1. D-Pad **up/down** 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 27 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.

- To cancel the transaction, highlight the player originally selected and press **B**.
- To view more stats, D-Pad **left/right.**

Note: The first time you select a Custom team, all the roster slots are empty. You must fill all the roster slots before you can exit from the screen.

PLAYER SETUP SCREEN

A symbol 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 is attached. In addition to selecting the team each player controls, you can create, select, and delete user names to personalize your controller so your user stats can be tracked no matter which team you control. Up to 20 user names can be stored.

D-Pad Up/Down to Select Player Names

- To change the setting for your Controller, D-Pad **left/right** 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 **up/down.** 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 select 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. The Pregame Introduction screens appear.

Note to 4 Way Play users: Be sure to check 4 Way Play documentation for set up instructions.

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 Matchups screen appears.

  The Team Matchups screen compares the two teams. One to three basketballs indicate strength in each of five categories: SCORING, REBOUNDING, BALL CONTROL, DEFENSE, and OVERALL.
- Press **START** to continue. The Starting Lineup screen appears.

- The Starting Lineup screen introduces the starting players from both teams, and the players run out as they are introduced. D-Pad **left/right** to move through the players, or 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

Offense and defense require different skills in *NBA Live '95*, just like in the NBA. While the D-Pad is always used to move your player, the buttons have different functions on offense and defense. Learn the controls first, and then you can focus on your basketball skills and strategy.

- 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.

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

Passing

- To pass to the closest receiver, press **B**.
- To retain control of the passer (perfect for give and go plays), hold **B** until the receiver catches the ball.
- To pass to a specific player, use the D-Pad to aim the pass while pressing **B**.
- To 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.

- 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.

***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. Ball movement is the key to offensive success—NBA defenses can contain almost any single player, but good passing gives fits to even the best defense. Rotate the ball from strong to weak side, and then shoot quickly before the defenders recover.

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 layups or slams (assuming he does slam).

- 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**.

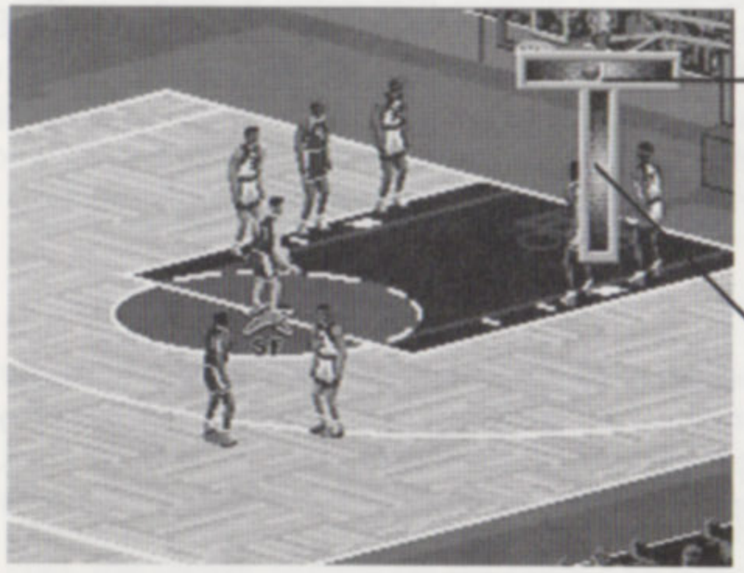
***EA* TIP**: You'll have a better chance of making your shot if you release the ball at the top of your jump.

Note: If the SHOT CONTROL setting in the Set Options menu is set to SEGA, simply press C to shoot. When you release the button doesn't affect the shot.

***EA* TIP**: You'll increase the probability of making a shot if you get your feet set before you shoot—shooting on the run is less accurate.
***EA* TIP**: If you press **B** before you release **C**, you can still pass the ball after you leave your feet to shoot.

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.

1. 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.

2. 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**: The closer to the center of the bars you stop the basketball, the better your chance of making the free throw.

Playcalling

You can call an offensive play before inbounding the ball. Each Offensive Set has unique plays numbered from one to eight—see *Sets and Plays* on p. 32 for details.

Defense

Offense may make the highlight reels, but defense wins games (just ask the Knicks).

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**.
- 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. This cuts off easy penetration and slows down the offense.

Steals

When you're close to the ballhandler, 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.

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.

***EA* TIP**: Steals are more successful when you double-team the player with the ball.

Shot Blocking and Rebounding

You can jump to try to block a shot or gather a rebound.

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

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 only make a substitution when the play clock is stopped. When options are grayed out, they cannot be selected.

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. You get 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:

1. Press **START** to pause the game. The Pause menu appears.

2. Highlight TIME OUT and press **B**. The Substitution screen appears, and your team is charged with a time out.

***EA* TIP**: Calling time out during the last two minutes of a game lets you inbound the ball at halfcourt, saving time and allowing you to run a play from the sideline.

Substitution

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

To make a substitution:

1. Pause the game and call a time out, or if the clock is already stopped, pause the game and select SUBSTITUTION from the Pause menu. The Substitution screen appears. The 5 players currently in the game are listed in the screen.

- To cycle between game stats, player ratings, and 1993-94 stats, press **A/C**.
- To cycle through the available statistics/ratings for the players, D-Pad **left/right.**

2. To substitute for a player, D-Pad **up/down** to highlight the player, and press **B**. A screen listing the available bench players appears.
3. D-Pad **up/down** to highlight a player, and press **B** to insert that player into the lineup. If you decide not to make a substitution, press **START** to return to the Pause menu.

***EA* TIP**: Familiarize yourself with the player ratings in the Substitution screen to determine the offensive strengths and weaknesses of your players. If a player has no outside game, for instance, don't throw up bricks from long range.

Replay

You can replay the last few seconds of action during the game.

- To go to the Replay screen while the game is paused, highlight 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.
- To play in reverse, press **A**.
- To play forward, press **C**.
- To move in reverse frame by frame, D-Pad **left**. To rewind at high speed, D-Pad **down.**
- To move forward frame by frame, D-Pad **right.** To fast forward, D-Pad **up**.
- To move the center of the Replay screen to lock onto a player or the ball, hold **B** and D-Pad in any direction.
- To toggle between normal and reverse angle, press **A + B**.

Strategy Menu

Offense Select an offensive set: BOX, INSIDE TRIANGLE, SIDELINE TRIANGLE, MOTION, HIGH POST, 3 POINT, ISOLATION, or **AUTO SWITCH**. See *Sets and Plays* on p. 32 for descriptions. When AUTO SWITCH is chosen, the computer chooses an offensive set automatically.

Crash Boards Go after offensive rebounds aggressively if ON, and get back on defense if **OFF**.

Defense Select defensive strategy from FULL COURT, HALF COURT, HALF TRAP, QUARTER COURT, or AUTO SWITCH. See *Sets and Plays* on p. 32 for descriptions. When **AUTO SWITCH** is chosen, the computer selects the defense automatically.

Pressure Select LOW, **NORMAL**, or HIGH defensive pressure. Higher pressure may lead to more steals, but also more fouls.

Substitutions Toggle player substitution between **AUTO** or MANUAL. When AUTO, the computer automatically substitutes for tired players.

Defensive Matchups

Go to Defensive Matchups screen.

- To select the highlighted player, press **B**.
- To change the opponent the selected player guards, D-Pad **up/down** to highlight the opponent you want to guard, and press **B** again. The player who was guarding the opponent you selected now guards the original man.
- To toggle double-teaming YES or NO for the selected player, D-Pad **left/right.** When YES, the computer-controlled defensive players try to double-team the player when he gets the ball.

***EA* TIP**: Double-teaming is a great way to shut down a player who's been lighting you up.

Play Options Menu

The Play Options menu gives you access to statistics and options screens.

Team Stats Go to Team Stats screen to view both teams' statistics for the current game.

Player Stats Go to Player Stats screen to view statistics for NBA players. The team you control is shown by default; press **B** to switch to the other team. To cycle between rating and stat types, press **A/C**.

User Stats Go to User Stats screen to view stats (sorted by Controller) for all human players participating in the current game. To cycle between CURRENT GAME, career HISTORY AVG., and career HISTORY TOTAL stats, press **A/C**.

Set Rules Go to Set Rules screen to change rules and simulation options. See *Set Rules menu* on p. 7.

Set Options Go to Set Options menu. See *Set Options Menu* on p. 8.

Player Setup Change controller options (but not your user name). See *Player Setup Screen* on p. 11.

Quit Game Go to Quit Game menu. Highlight QUIT GAME and press **B** to quit the game; highlight CANCEL to return to the Play Options menu. In Season or Playoff mode, you have the option to quit the entire season or playoff as well as the current game. User, playoff, and season stats for the game in progress aren't stored if you quit.

Infractions

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

Fouls

Offensive players get to take free throws as follows:

- When a player is fouled after the defense commits 5 or more team fouls in a quarter, the 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. If his field goal attempt was good, he gets one free throw; if it wasn't good, he gets two free throws.
- After a flagrant foul, the offense gets 2 free throws plus possession of the ball.

End of the Quarter/Half/Game

END OF THE QUARTER: The buzzer sounds, play stops, and the score is displayed. Press **START,** and the STARTER™ Stats screen appears (D-Pad **left/right** to see more stats). 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, press **START,** and an outstanding player from each team is selected for the Topps Stadium Club™ Key Players screen. Press **START,** and the STARTER Halftime Stats screens appear. Press **START** to continue after each screen.

END OF THE GAME: After the final buzzer, the final score is displayed. Press **START,** and the picture and game stats of the TOPPS STADIUM CLUB PLAYER OF THE GAME are shown. Press **START,** and the STARTER FINAL STATS screens are displayed. Press **START** after each screen, and the POSTGAME STATS screen appears.

POSTGAME SCREEN: Highlight TEAM STATS, PLAYER STATS, or USER STATS and press **B** to go to the appropriate stat screen (see *Play Options Menu* above for descriptions of each screen). When you're through looking at the screens, press **START** to go to the GAME SETUP menu.

SEASON PLAY

You can take a team through an entire season in *NBA Live '95*. If you're good enough, you can play and/or simulate your way right on to the NBA Playoffs and the Finals. Three memory slots for saving season or playoff series are provided, so you can save and resume your season any way you want.

Statistics are tallied and saved for every player throughout the season. You can view the stats for every player from the PLAYER STATS screens, and track the league leaders from the League Leaders screen.

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 TEAM SELECT screen appears.

To continue a saved Season:

1. From the GAME SETUP menu, select CONTINUE from the MODE option. Press **START** to continue, and the CONTINUE SERIES screen appears.

2. D-Pad **up/down** to highlight one of the three memory slots. Press **B** or **START,** and you return to the position at which the season was saved.

SEASON TEAM SELECT SCREEN

In Season mode, the TEAM SELECT screen allows you to choose the team you'll control through the season and choose the number of games in the season.

TEAM	D-Pad **left/right** to select from the 27 NBA teams. Ratings for the selected team are displayed to the right of the team name and logo. To sort the teams by rating, D-Pad **up/down** to highlight a rating. D-Pad **left/right** to cycle through the teams as sorted by that rating.
SEASON	Select from **82** (the standard NBA schedule), 26, or 52 game seasons.

- Press **START** to continue. The BEGIN SEASON screen appears.

- To select one of the three memory slots, D-Pad **up/down** to highlight a slot, and then press any button or **START** to select that slot. Press **START** again, and the TEAM SCHEDULE screen appears.

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. Note that league stat screens are only available after a game has been played or simulated.

- To move through your team's schedule by day, D-Pad **left/right.**
- To move through your team's schedule by month, press **A/C**.
- To highlight options from the menu, D-Pad **up/down.**
- To activate the highlighted option, press **B**.
- To jump to the next scheduled game, press **START.** If the next game is already highlighted, pressing **START** will start the game.

Play Game — Play the currently highlighted game. You can only play or simulate the next game; you cannot skip any unplayed games. Gameplay proceeds as normal, except that an additional League Leaders screen is available from the Play Options menu.

Simulate — Simulate the currently highlighted game. The results of the game appear beneath the logo of the opposing team.

Standings — View League Standings by division. Teams that have clinched playoff berths have a check mark, and teams that have clinched a division championship have a gold check mark.

- To cycle through the NBA divisions, D-Pad **left/right.**

Leaders — View the top 10 League Leaders in 13 statistical categories.

- To page through the categories, D-Pad **left/right.** To see more players, D-Pad **up/down.**

Season Stats — View season stats for all players on your team.

- To page through the categories, D-Pad **left/right.** To see more players, D-Pad **up/down.**

Trades — Go to Trade Players screen. See *Player Trades* on p. 28.

NBA CALENDAR View the league schedule by day.

- To page through the league schedule by day, D-Pad **left/right** (to move by month, press **A/C**).

EXIT SEASON Exit and save the current season.

PLAYER TRADES

You can trade starting players between your team and any other team with the TRADE PLAYERS screen. You're the GM here—you make the deals! (But just like real GM's, you can only make trades up to the trading deadline of February 24th.)

1. Highlight TRADES from the TEAM SCHEDULE screen and press **B**. The TRADE PLAYERS screen appears.
2. D-Pad **up/down** to highlight the player you wish to trade, and press **B**. The bottom portion of the screen lists the starting players for another NBA team.
3. To choose the player you want to trade for:

- Press **A/C** to cycle through the NBA teams.
- D-Pad **left/right** to cycle through the statistics for the players.
- D-Pad **up/down** to highlight the player you wish to trade for.

4. To accept the trade for the highlighted player, press **B**. The players are exchanged, and you return to the TRADE PLAYERS screen.

- To abort the trade, press **START.** You return to the original TRADE PLAYERS screen.

AFTER THE GAME

After a Season game, the endgame screens appear as normal. Press **START** to continue, and you return to the TEAM SCHEDULE screen.

End of the Season:

When the season ends the PLAYOFFS option appears on the TEAM SCHEDULE menu. Highlight PLAYOFFS and press **B** or simply press **START** to advance to the PLAYOFF TREE screen. If you made the playoffs, see *Starting a Playoff Series* below. If you didn't make the playoffs, the PLAYOFF TREE is displayed to show the playoff results. Press **START** to return to the GAME SETUP screen.

THE NBA PLAYOFFS

The playoffs come but once a year in the NBA, but you can create your own playoff atmosphere any time you want in *NBA Live '95*. 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.

2. Set up the remaining options, then press **START.** The PLAYOFF TREE screen appears.

From Season play: Select PLAYOFFS from the TEAM SCHEDULE screen to advance to the PLAYOFF TREE after the end of the season—if you made the playoffs, your team is highlighted with a control star. Playoffs proceed as normal, except that you cannot change the teams or human control stars.

To continue a saved Playoff series: Select CONTINUE from the GAME SETUP menu and then select the series from the CONTINUE SERIES screen.

THE PLAYOFF TREE

Press **A/C** to cycle through team for highlighted slot.

Press **B** to toggle human control star on/off for highlighted team.

- To highlight a team, D-Pad in any direction.
- To toggle human control on and off for the highlighted team, press **B**. A star appears behind the team name when it is controlled. Games involving teams with a star are played (although both teams can be set to computer control); 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 change the series schedule, highlight GAMES in the top center of the screen. Press **A/C** to cycle through the choices. Choose from 5-7-7-7 (the NBA format; 5 games in the first round and 7 games thereafter), 1-3-3-3, or 3-5-5-5.
- To advance to the next scheduled playoff game, press **START.** Before the first game of a playoff, the BEGIN PLAYOFFS screen appears. D-Pad **up/down** to highlight a memory slot to save the series, and press any button or **START** to select that slot. Press **START** again to continue. The PLAYER SETUP screen appears, and gameplay proceeds as normal, except that an additional PLAYOFF LEADERS stats screen is available from the PLAY OPTIONS menu.

NOTE: Always use the same user name when controlling a team in the playoffs.

End of the Game

After a Playoff game, the endgame screens appear as normal. Press **START** to continue, and the PLAYOFF TREE screen appears.

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 win/loss record is displayed, and your team icon is moved to the next bracket, where you face a new opponent.

- If you lose a round, you return to the PLAYOFF TREE screen to see the final playoff results after the postgame screens. Press **START** to return to the GAME SETUP screen.

SETS AND PLAYS

OFFENSIVE SETS

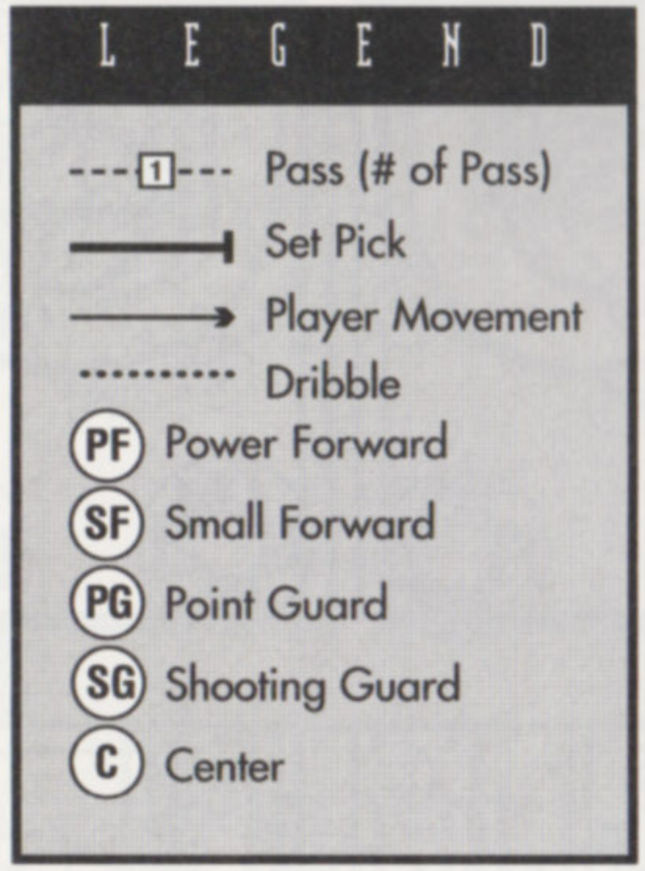
Each offensive set has plays you can call before inbounding the ball:

1. Before inbounding the ball, press **A** + D-Pad. D-Pad **up** = play 1, diagonal **up/right** = play 2, **right** = play 3, and so on.

2. To select a play, release **A** while still pressing the appropriate D-Pad direction.

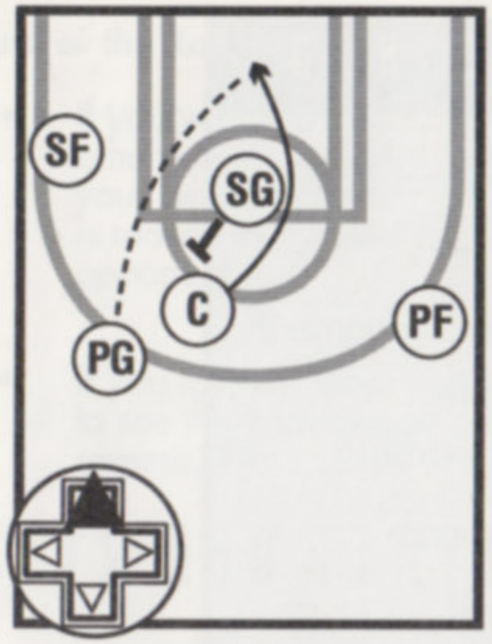
3. Inbound the ball and follow the play diagram steps to execute the play. Computer-controlled players move as outlined on the diagram, but you must control the actions of the ballhandler.

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.



Box

This set is useful for getting the ball to two strong post players. The Box starts the two post players high, but they end up slashing, cutting, or flashing to good post positions in the paint. All plays start in a box alignment, but any number of options can be run, thus keeping the defense off balance.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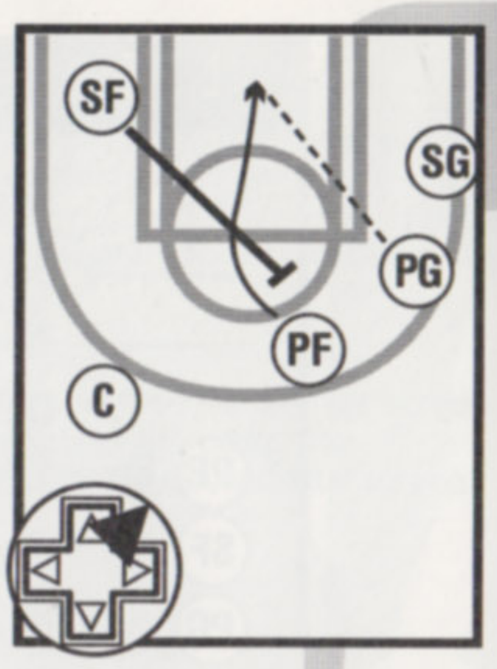
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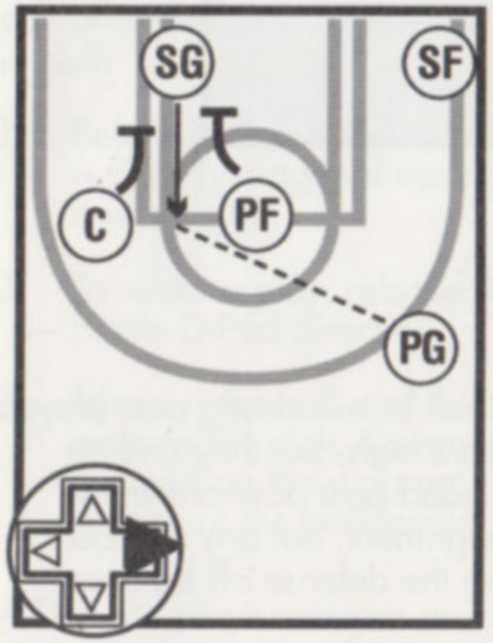
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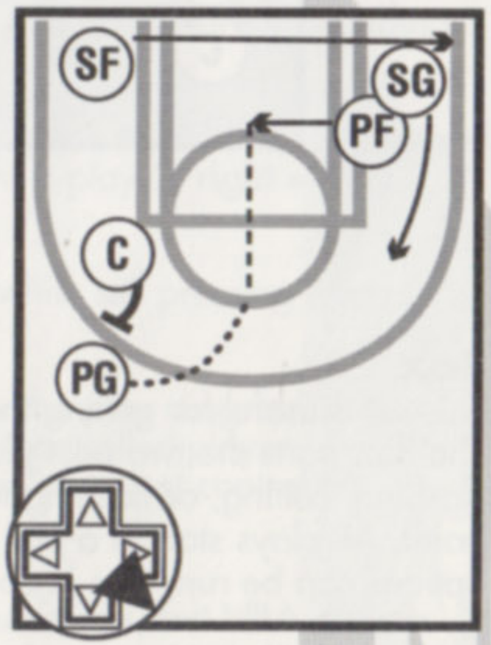
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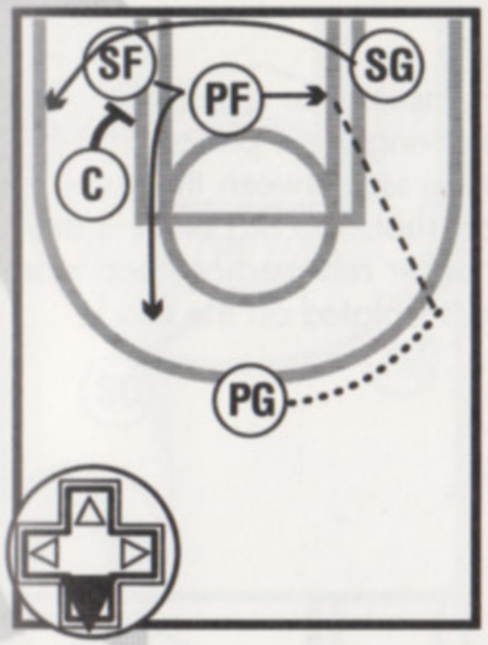
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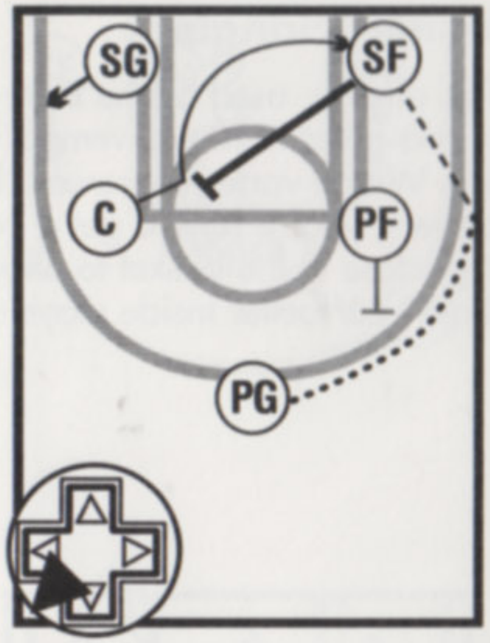
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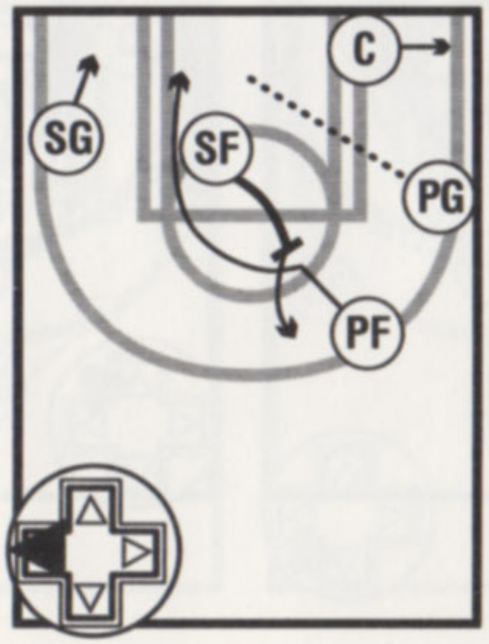
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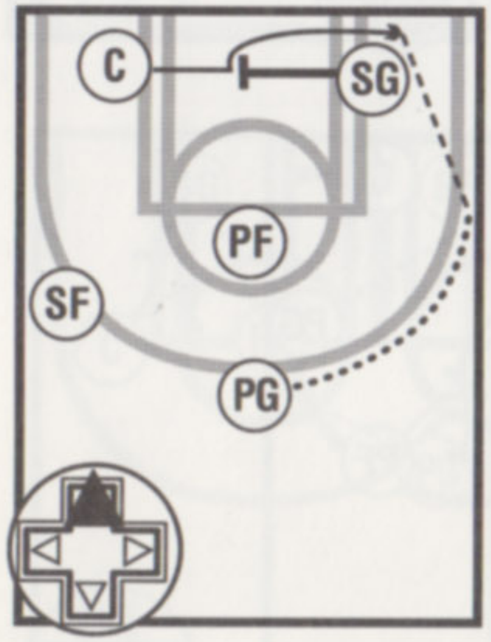
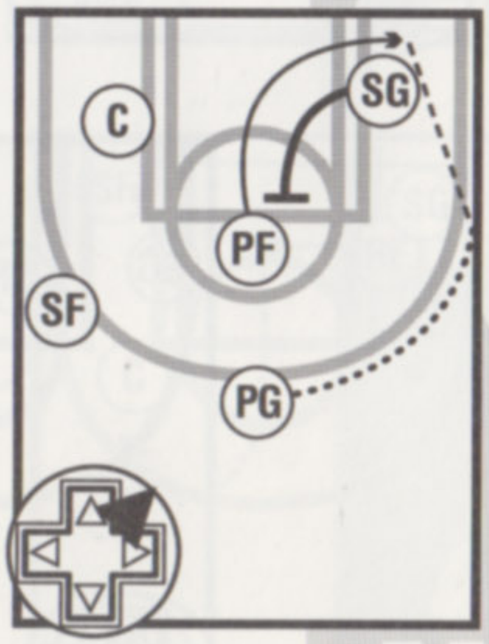
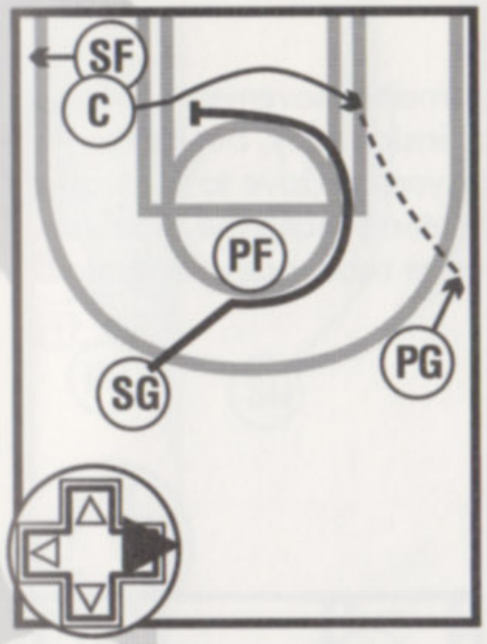
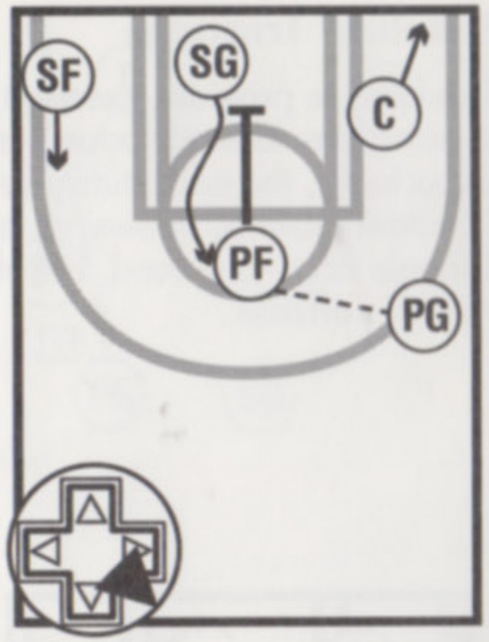
Inside Triangle

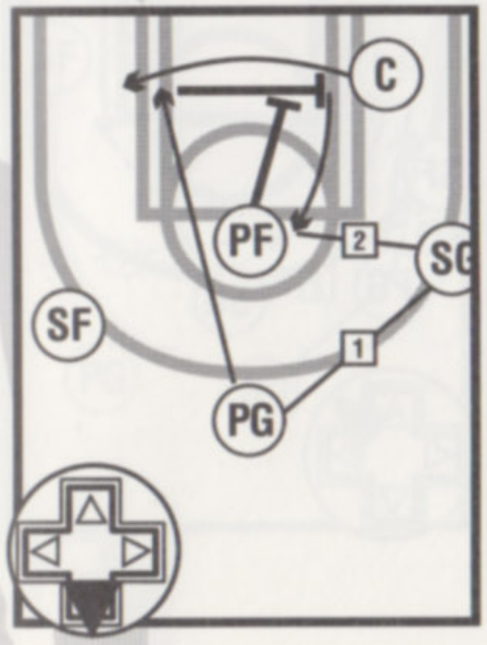
This offense, used by the Bulls championship teams of 91-93, sparks great inside movement involving three players in the key. With a variety of screens being set between the three players, you're sure to get a good shot. The big players are kept close to the basket to allow better rebounding, and many times your better inside players get isolated on the block.

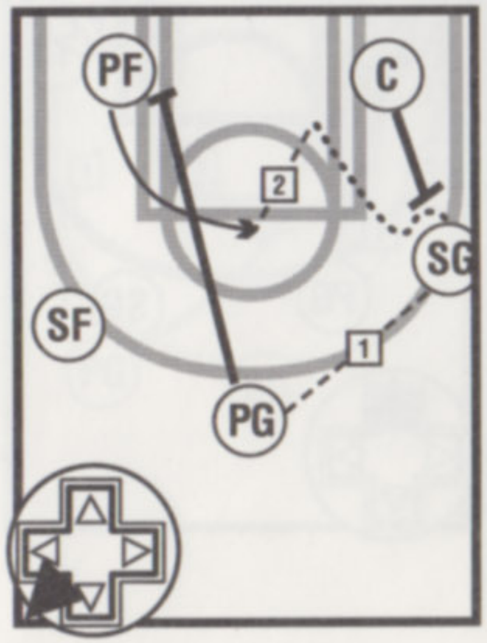






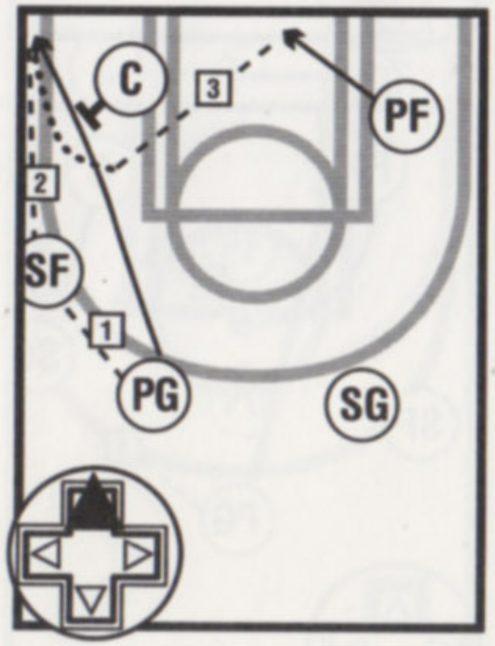


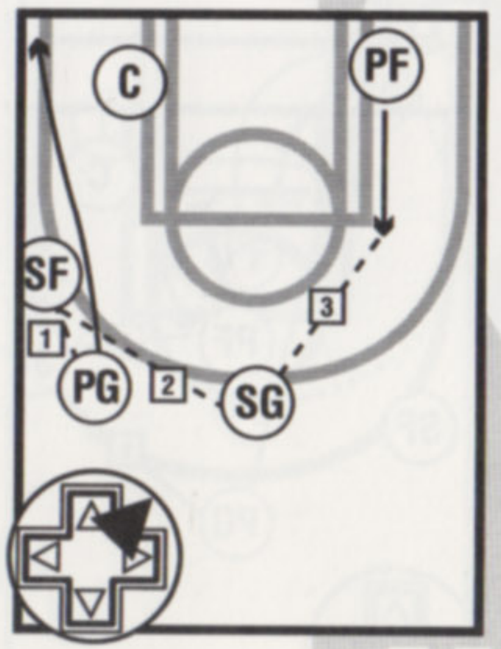


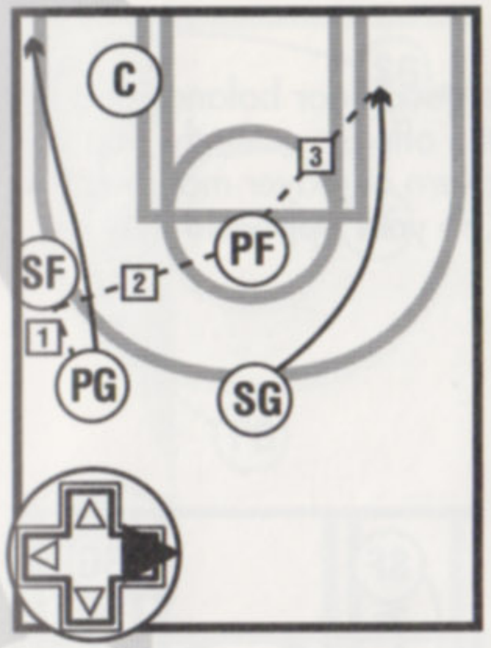


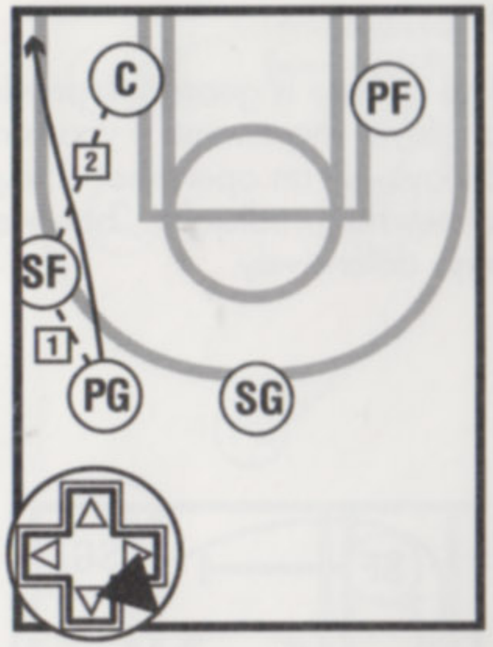
Sideline Triangle

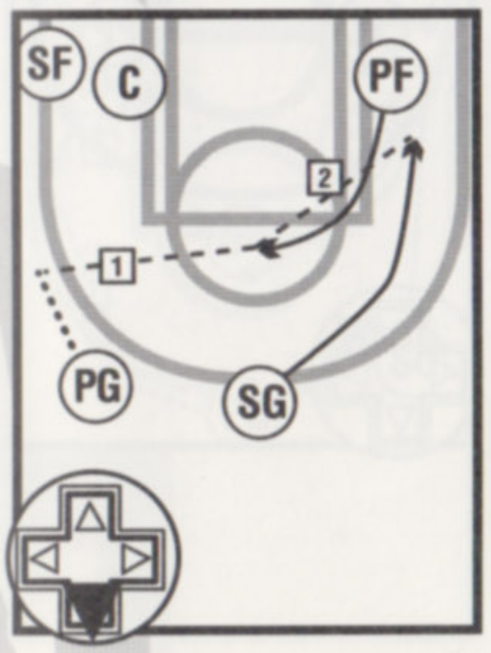
This offense provides excellent perimeter movement. Great spacing provides opportunities for inside play, but more importantly, the opportunity for players to drive to the basket. Constant moving, screening, and cutting make the Sideline Triangle hard to defend, but offensive rebounding is limited with this offense.

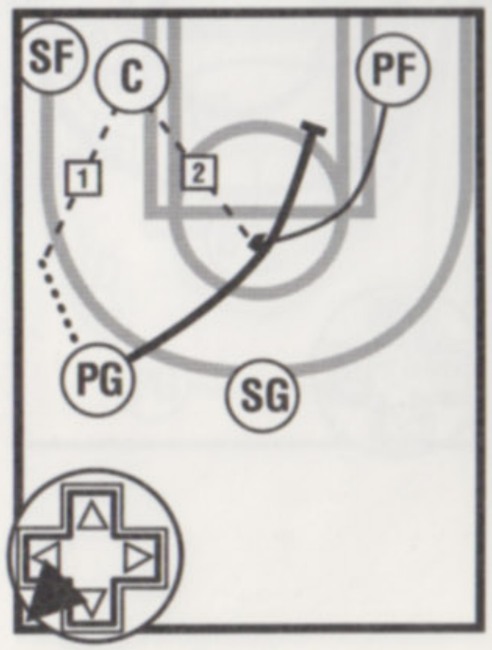






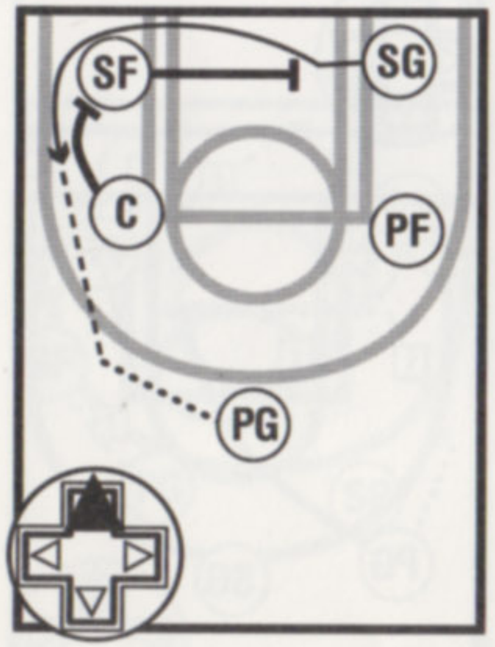


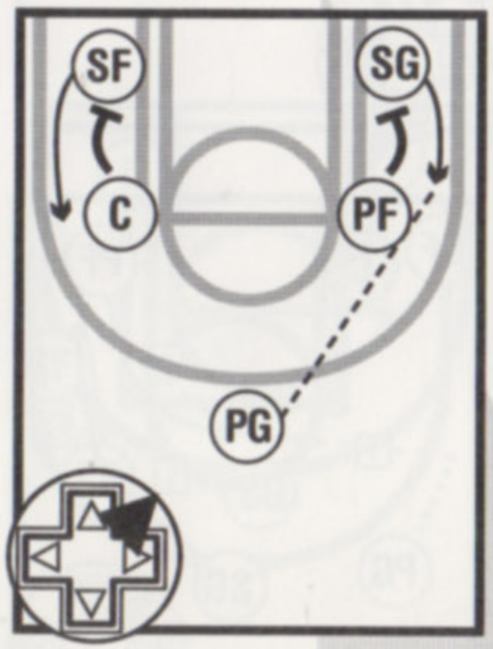


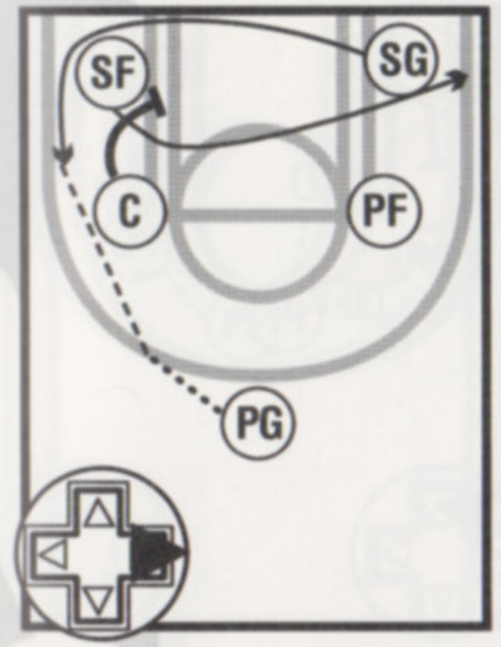


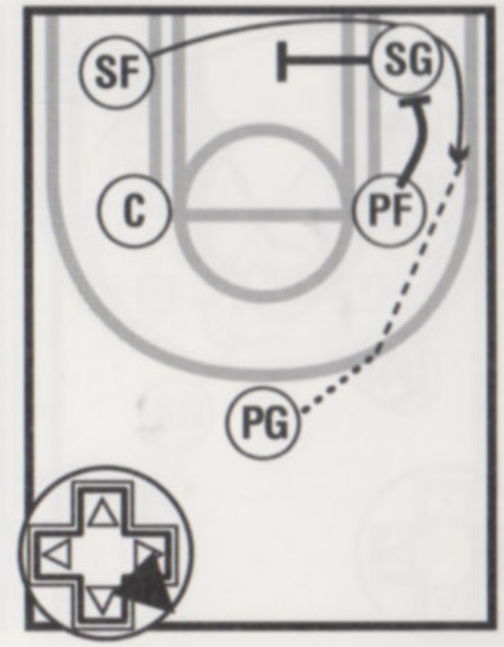
Motion

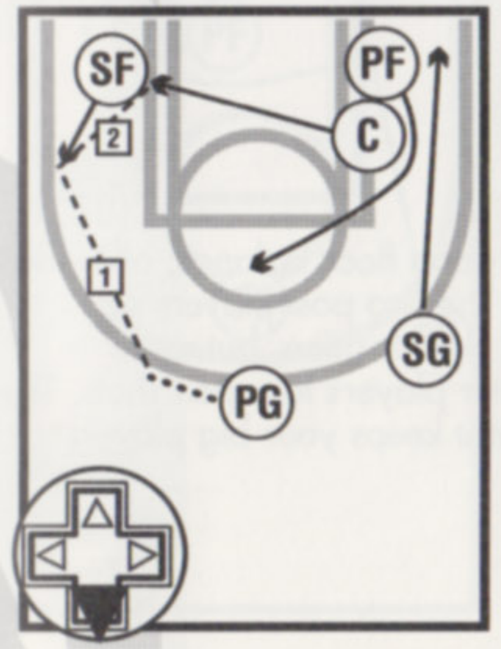
This offense is geared to provide good floor balance and lots of player movement. If you run the offense patiently, you will always get an open shot. The pattern of player movement is somewhat predictable, however, so your opponent may get wise defensively.

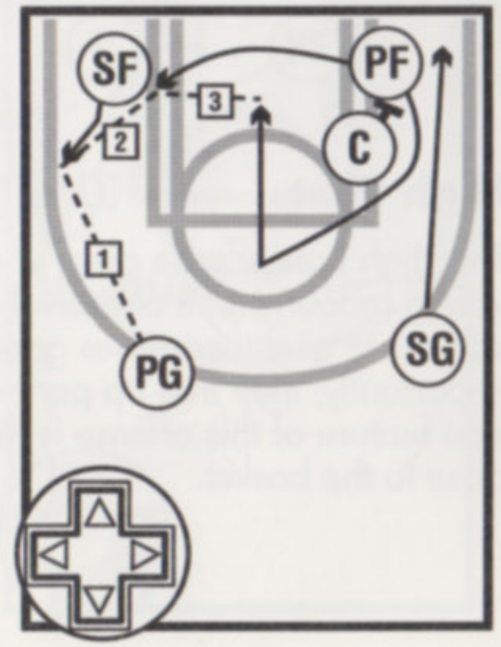


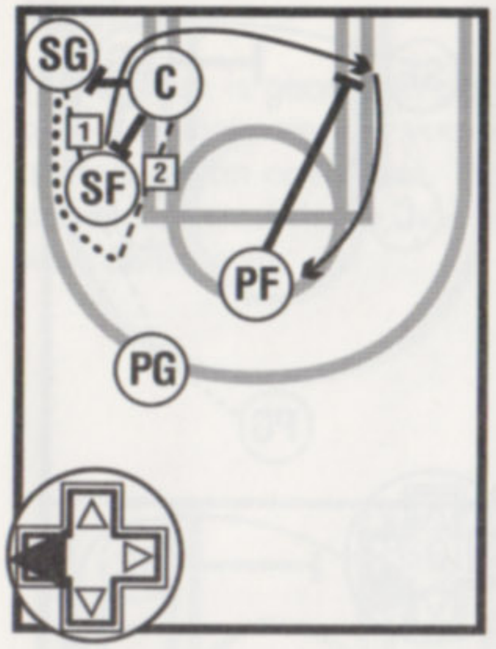


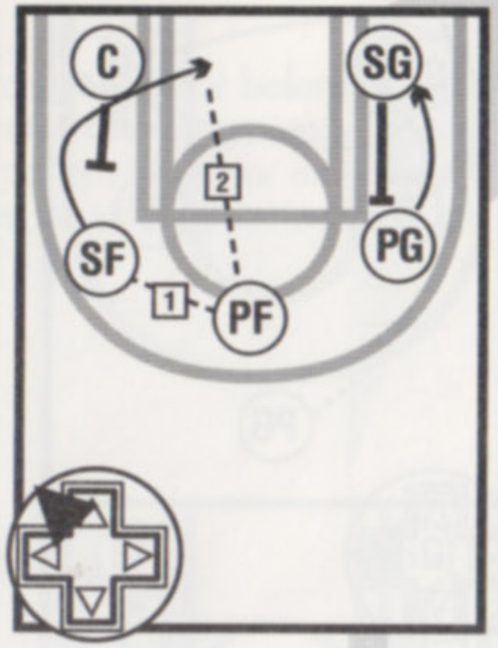






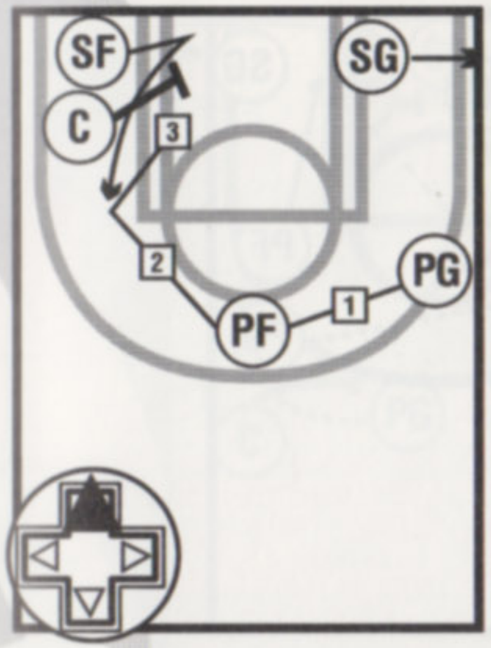


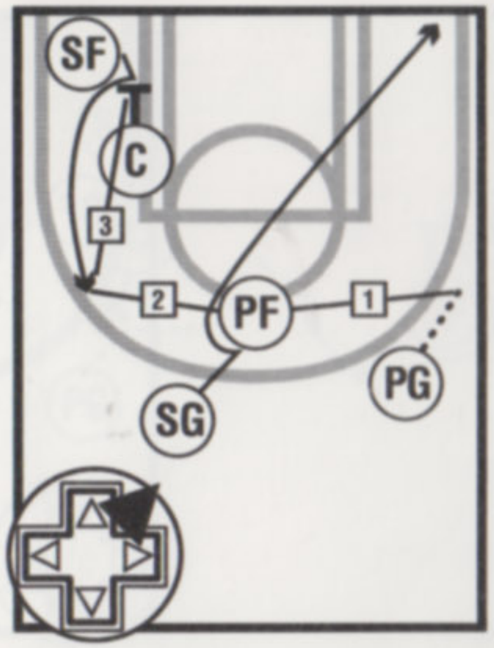


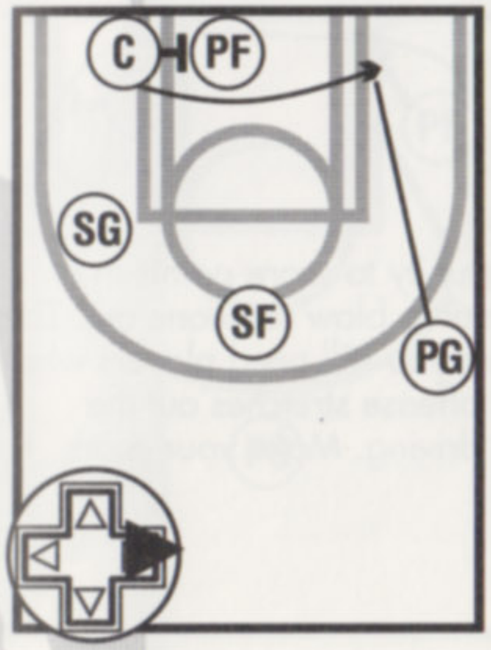


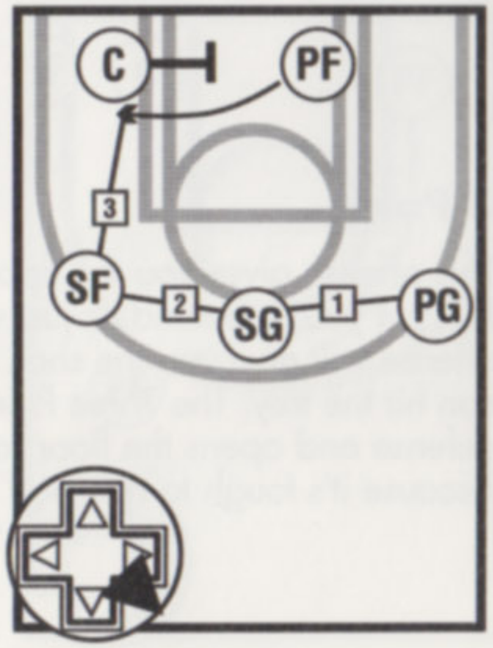
High Post

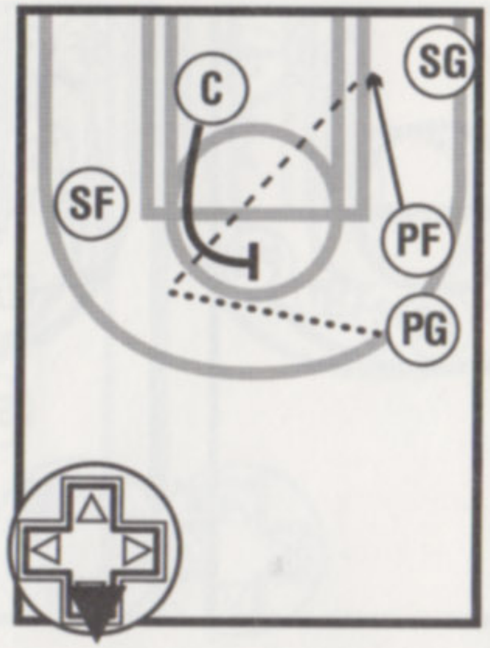
The High Post offense gives you good floor balance, allowing you to rebound well offensively. The two post players set screens to give themselves good post position, but more importantly, they free up perimeter players for open shots. The best feature of this offense is that it keeps your big players close to the basket.





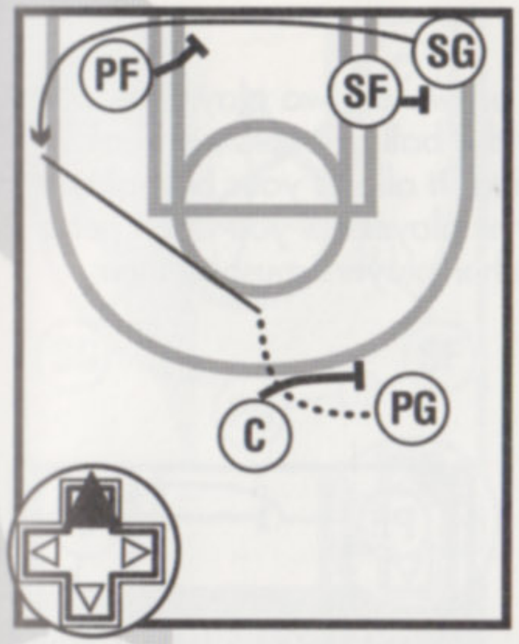


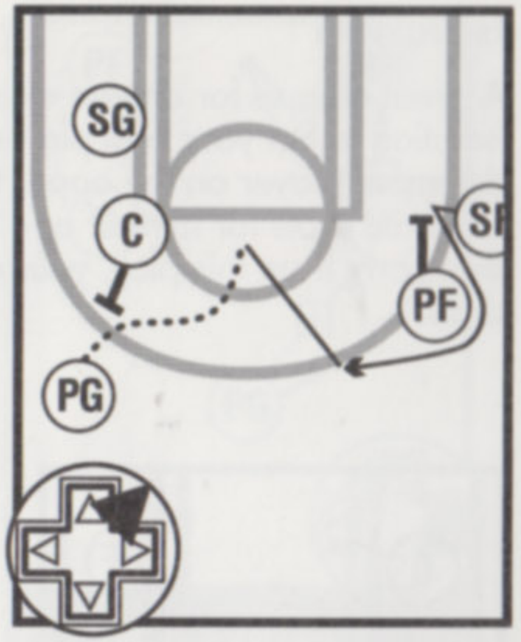


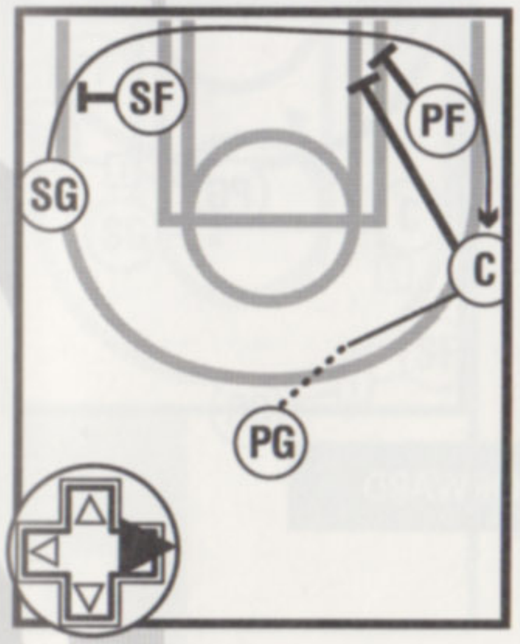


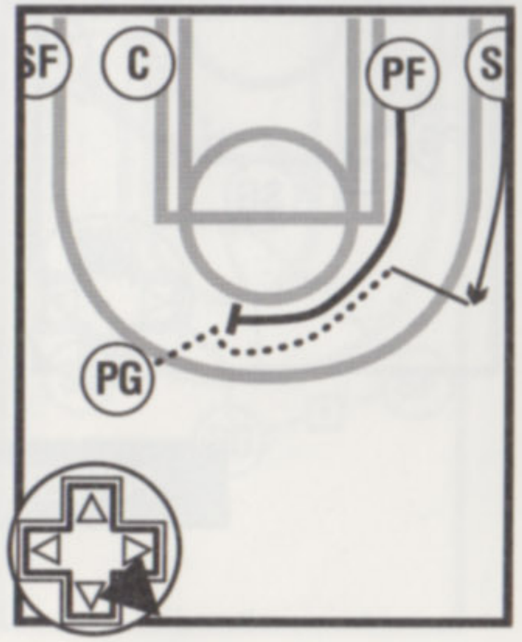
3 Point

This offense gives you the opportunity to score points in a hurry if you're behind or just want to blow someone out. The offense will give you the shot, but you still need players who can hit the trey. The Three Point offense stretches out the defense and opens the floor for driving. Make your shots, because it's tough to rebound.



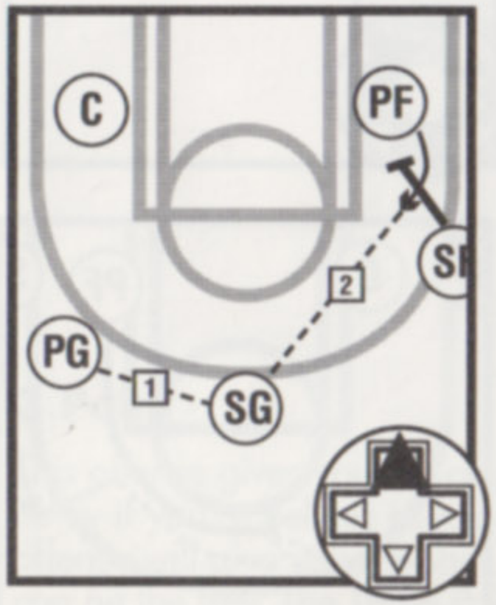


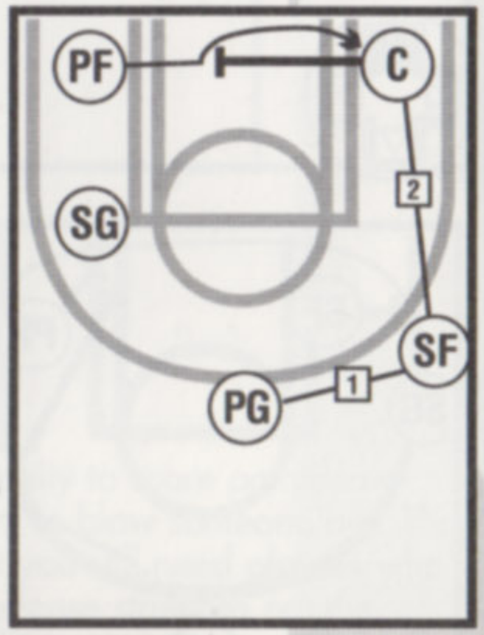




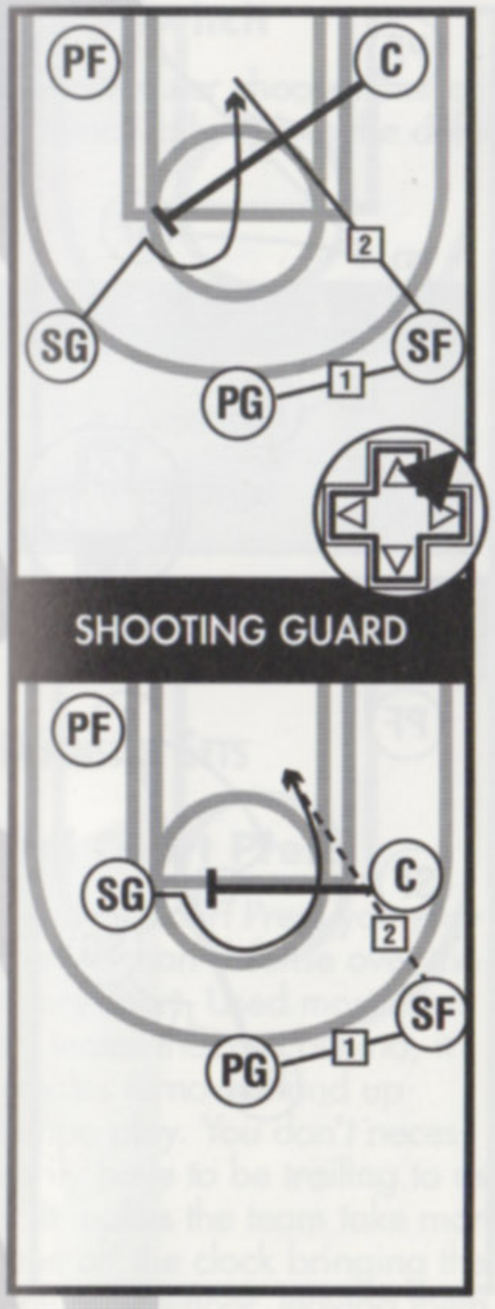
Isolation

A great offense for one-on-one or two-on-two play. Use Isolation to get your best player the ball or exploit a weak defensive player on the opposition. It allows your best player to create shots for himself or other players. If you don't get a shot early from this play, your other players must hit their shots.

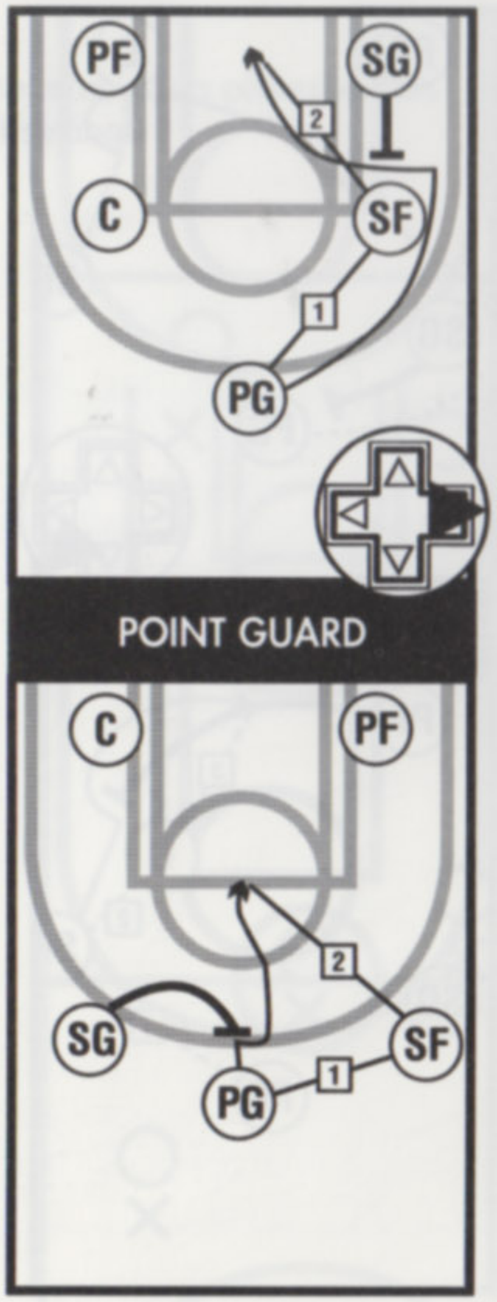




POWER FORWARD

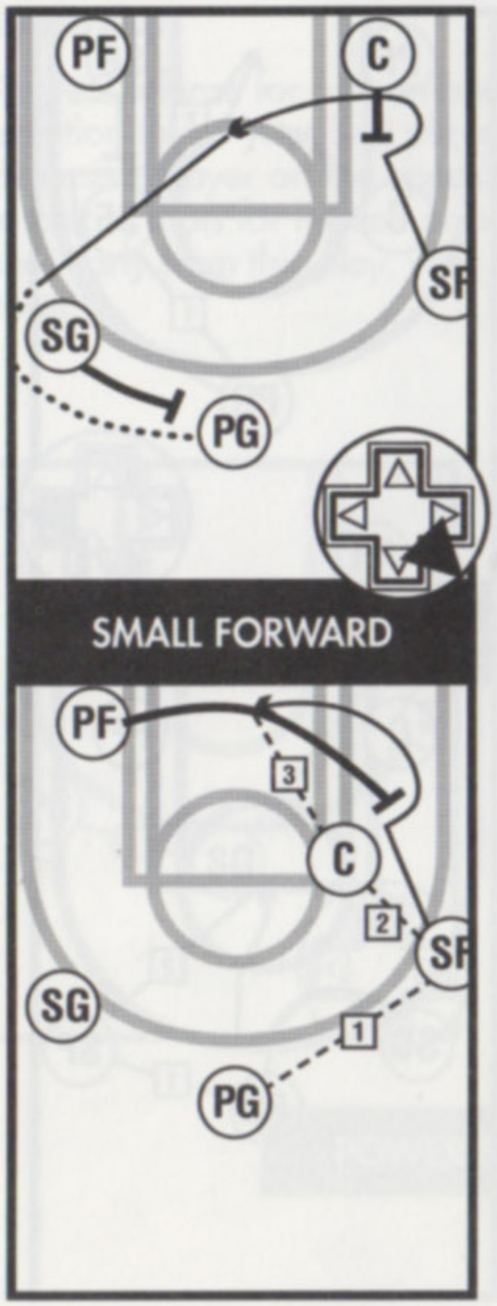


SHOOTING GUARD

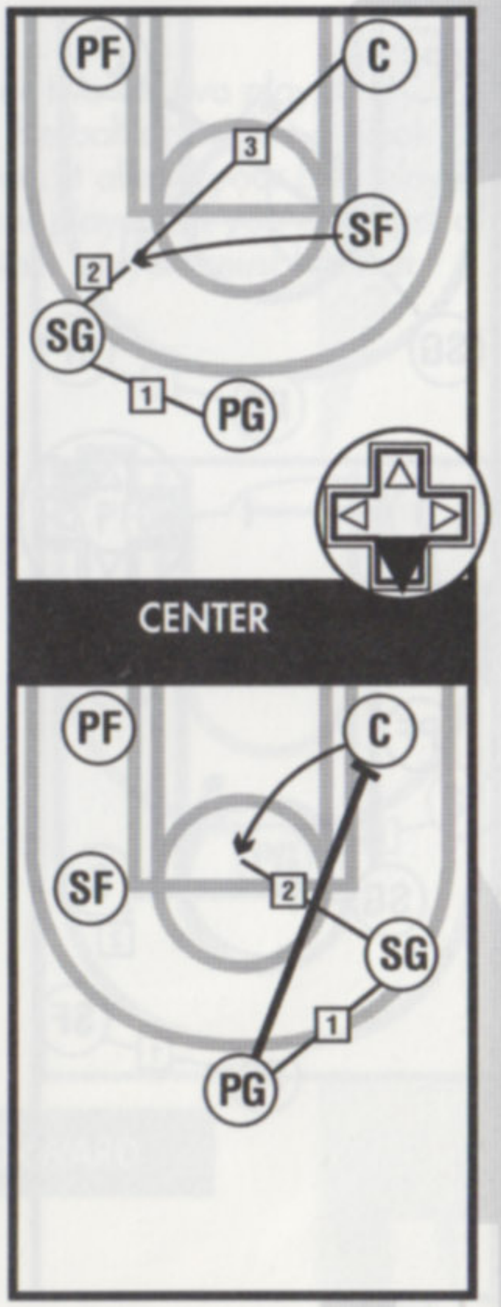


POINT GUARD

ISOLATION



SMALL FORWARD



CENTER

Auto Switch

The computer chooses one of the team's two offensive sets automatically. This is the default setting.

LEGEND

X = Defense

O = Offense

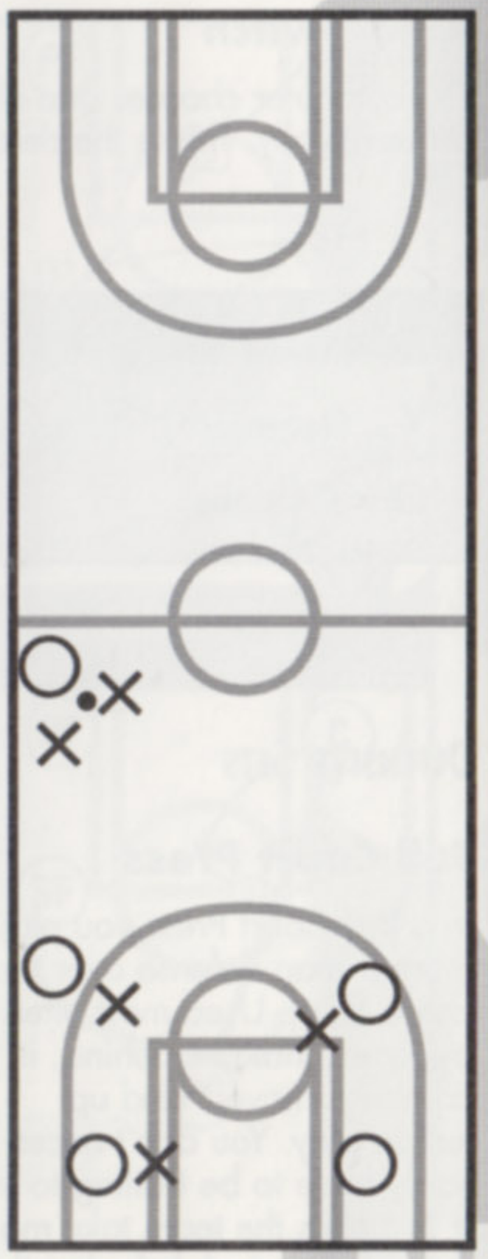
DEFENSIVE SETS

Full Court Press

In a Full Court Press you play man-to-man defense over the entire court. Used most often by teams that are behind, it creates turnovers and up-tempo play. You don't necessarily have to be trailing to use it. It makes the team take more time off the clock bringing the ball up the floor, leaving them less time to shoot.

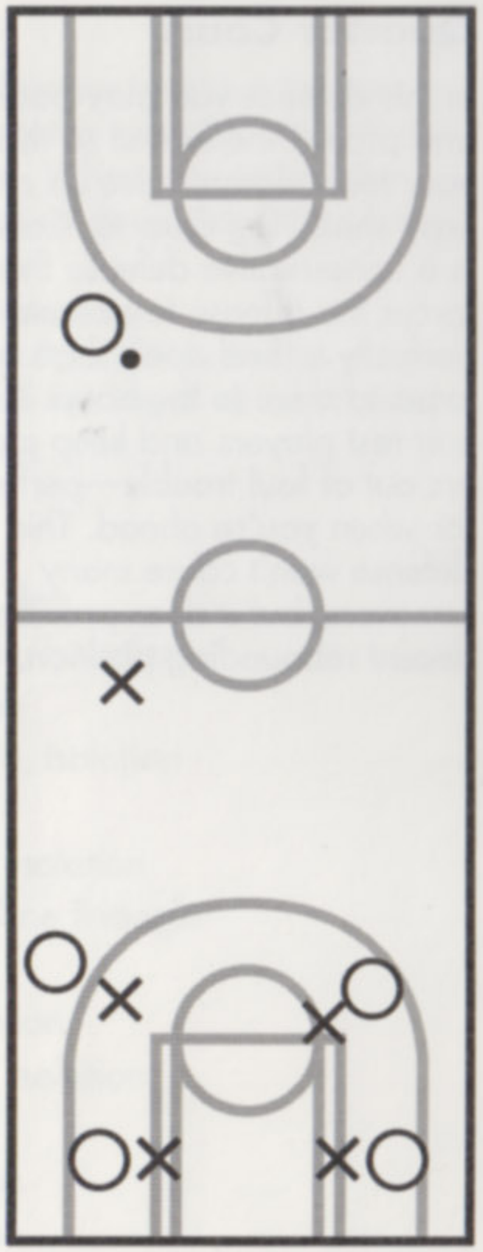
Half Court Trap

Two defenders try to 'trap' the ballhandler and force him to give up the ball to someone else, while the other three defenders try to shut down the passing lanes. This gives the defense a chance for a turnover, as well as taking the ball out of the hands of the primary ballhandler. However, you risk giving up easy shots if the ballhandler beats the trap.



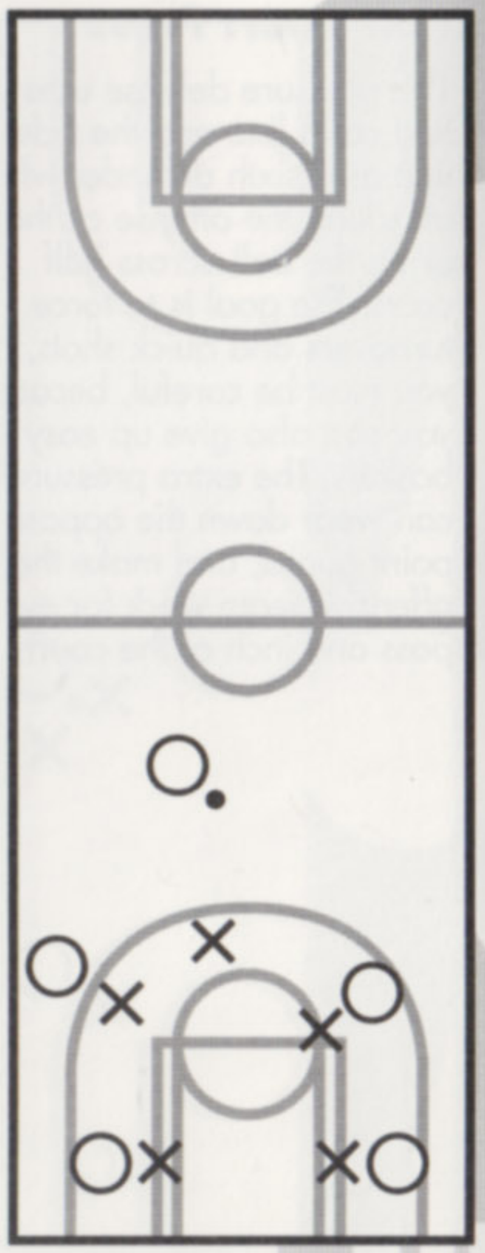
Half Court Press

This pressure defense uses the half court line and the sideline as a sixth defender while attacking the offense as they bring the ball across half court. The goal is to force turnovers and quick shots, but you must be careful, because you can also give up easy baskets. The extra pressure can wear down the opposing point guard, and make the offensive team work for every pass and inch of the court.



Quarter Court

In this defense you play back and protect the basket so that your team doesn't give up any easy shots. The Quarter Court is a conservative defense that forces the offense to execute perfectly to find open shots or lanes to drive to the hoop. You can rest players and keep players out of foul trouble—perfect for when you're ahead. This defense won't cause many turnovers, but it does provide decent rebounding position.



Auto Switch

The computer chooses the appropriate defensive set automatically. This is the default setting.

Team Descriptions

Each NBA team is assigned two offensive sets that the computer chooses from when controlling the team (or when the Auto Switch offensive set is chosen). When you control the team, you can change the offensive set throughout the game.

NOTE: Team rosters are determined by actual NBA rosters as of August 22, 1994. Some players are not included in the game for legal or contractual reasons.

Team	Off. Sets
Atlanta	Inside Triangle, Box
Boston	Sideline Triangle, Isolation
Charlotte	Motion, Isolation
Chicago	Sideline Triangle, Isolation
Cleveland	Box, Motion
Dallas	Inside Triangle, Isolation
Denver	High Post, Sideline Triangle
Detroit	Box, Isolation
Golden State	High Post, Isolation
Houston	Inside Triangle, Isolation
Indiana	Box, Motion
LA Clippers	Motion, Isolation
LA Lakers	Motion, Isolation
Miami	Motion, Box
Milwaukee	High Post, Box
Minnesota	Sideline Triangle, Motion
New Jersey	Motion, Isolation
New York	Box, Isolation

Orlando	Motion, Isolation
Philadelphia	Sideline Triangle, High Post
Phoenix	Motion, Isolation
Portland	High Post, Isolation
Sacramento	Motion, Box
San Antonio	Low Post, Isolation
Seattle	Motion, Isolation
Utah	High Post, Isolation
Washington	Motion, Box

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