EASN PRESENTS

ARMSTRONG
10

BULLS vs LAKERS
NBA
AND THE
NBA PLAYOFFS

Electronic Arts

SEGA
OFFICIAL
SEAL OF
QUALITY

At 5'0", programmer Lisa Ching is a natural guard. She played a lot of street ball as a kid and, a little later, college intramural basketball. She still hasn't outgrown her position.

Before coming to EA to do a basketball game, programmer Jeff Lefferts hadn't followed the sport much. But after getting goose pimples watching Magic sink his third 3-pointer in a row in the last seconds of the All-Star game, he's a convert.

Graphic artist and veteran EASN player/coach Michael Kosaka has garnered all-star letters in EASN football, baseball, basketball, volleyball, golf and skateboarding. Favorite mantra: "There ain't a sport I can't pixelize!"

Mike Bartlow has been sounding off in the computer games industry for over 11 years. He loves to synthesize.

Programmer Edwin Rock has been developing games for six years, nearly two of them at EA. When he's not practicing his 360° Tomahawk Slam, Ed can usually be found serving smoke on the racquetball court.

Paul Vernon, ambidextrous graphic artist, has challenged all the right-handed players in the NBA to a game of HORSE—left handed. He expects an easy win—lucky him.

Cynthia Hamilton, graphics artist and rabid basketball fan, wonders why we need all these other sports. They're just getting in the way of the basketball season. Good question.

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 game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.

4. Turn ON the power switch.

   The Electronic Arts Sports Network logo appears (if you don't see it, begin again at step 1).

5. Press **START** to play.

CONTROLLING THE GAME

On offense and defense Player 1 controls the man near the white star (Player 2 controls the man over the black star). On offense this man always has the ball. Press the arrows on the Directional Pad that match the direction you want your player to move. You CAN move your player diagonally by pressing two arrows at the same time. Use the action buttons as follows:

SUMMARY OF COMMANDS

BEFORE PLAY

START
Moves to TEAM SELECT screen
Aborts announcements
Tosses jump ball

D-Pad
UP/DOWN cycles through options on GAME SET-UP screen
UP/DOWN/LEFT/RIGHT cycles through teams on TEAM SELECT screen
UP/DOWN cycles through starters on PLAYER STATISTICS screen
LEFT/RIGHT cycles through reserves on PLAYER STATISTICS screen

A
Cycles through choices within each option on GAME SET-UP screen
Chooses team from TEAM SELECT screen
Cycles through commentator selections
Substitutes players on PLAYER STATISTICS screen

2
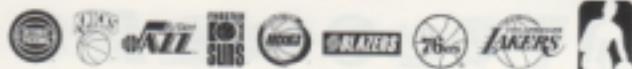
B
Cycles through sets of statistics on PLAYER STATISTICS screen

C
Changes teams on PLAYER STATISTICS screen

DURING PLAY: OFFENSE

START
Pauses the game. Goes to INSTANT REPLAY screen

D-Pad
UP/DOWN/LEFT/RIGHT moves player with ball
UP/DOWN/LEFT/RIGHT (when passing) chooses player to pass to

A
Jump shot, slam or signature move
Quick press and release fakes jump shot

B
Passes to player (press to select player, release to pass)

C
Jump shot

DURING PLAY: DEFENSE

START
Pauses the game

D-Pad
Moves defender over star

A
Player tries to block the shot

B
Gives you control of the man closest to the ball between the ball and basket

C
Player attempts to intercept pass or steal dribble

GAME PAUSED: INSTANT REPLAY

START
Resumes game

D-Pad
LEFT & A: fast rewind

D-Pad
LEFT: rewind (normal speed)

D-Pad
RIGHT & A: fast forward

D-Pad
RIGHT: forward (normal speed)

D-Pad
release: still frame

D-Pad
UP: frame by frame advance

D-Pad
DOWN: frame by frame reverse

C
Time Out (only for team in possession of the ball)

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CONTENTS

WELCOME TO THE NBA: THE BEST BASKETBALL ON EARTH

It all started in 1891, when a guy named Naismith nailed up a bushel basket on a gym wall. Kids with nothing better to do on a winter afternoon threw a ball at it. Every once in a while the ball went in . . . So began the game we call basketball.

There were no pros in the early days. Nobody knew about lay ups, or dribbling, or no-look passes. They just threw the ball at the basket. If any one took then even dreamed about a 360° air-reverse-in-your-face-rip-the-rim-from-the-glass-shattering slam dunk, he didn't tell anybody else about it. They would have thought he was crazy.

Lucky for us, basketball has changed a lot since then. Great players came along who revolutionized the game. George Mikan's hook, Cousy's creative assists, a Russell block, an Abdul-Jabbar sky-hook, and a thundering tomahawk slam by the Doctor of Dunkology, Julius Erving, all played a part in the remarkable change. These guys really shook things up and helped raise the game to the level we see today. Dr. Naismith's boring school exercise has become the world's most popular indoor sport, played by the world's best athletes.

Nowhere is the game played better than in the NBA. The fierce rivalries and frantic excitement of an NBA game showcase players whose blinding speed, artistic shot-making, and awesome power constantly amaze and delight us. Each game is competitive and there's something fantastic happening almost every second. To us fans, NBA players have basketball the greatest game on the planet!

BULLS VS LAKERS AND THE NBA PLAY-OFFS™: THE GAME

Every great teams from all over the country compete for the NBA Championship. Last season the upstart Chicago Bulls took on the Los Angeles Lakers, who have won the last decade than any never before has a Championship in NBA team. Their championship showcased a team leaders, as though Johnson and Michael Jor-den went one-on-one for five games. When it was over the old guard hand fallen and the Bulls were the new NBA Champs.

Bulls vs. Lakers and the NBA Play-offs pays tribute to the great Championship Series of 1991.

But our game isn't just about those legendary teams. In fact, it couldn't be. The greatest teams of the era have been challenged. Today there's just too much talent for one or two teams to dominate the NBA. Now several teams legitimately claim to be the best: The Detroit Pistons have won 2 Championships in the last three years; San Antonio, Golden State, and Phoenix have shown that they can play in the big time; and the Portland Trailblazers are maybe just a year away from greatness. We've included all these super teams in the game so you can discover who's best.

The league is full of superb players trying to win a spot in the NBA record book for their team. Some of the stars are break-tackers with big attitudes and skills to match; others are seasoned vets who know what it takes to win in crunch time. You can take any team to the NBA play-offs and have a great shot at winning the Championship.
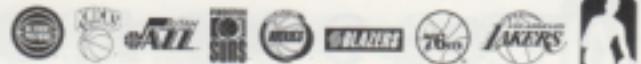
Bulls vs. Lakers is simply about the best basketball teams and the players in the NBA today. Find out for yourself what Showtime means. If you're ready for the challenge and the fun, pull off your sweats, lace up your sneaks, and hit the court...

FIRE IT UP: HOW TO GET STARTED

Follow the steps below to start jamming with the NBA on your Sega Genesis.

Everyone knows that playing basketball is a lot more fun than reading about it. In fact, after you look at the numbered start-up instructions in FIRE IT UP, you can probably figure out most everything you need to play just by looking at Controlling the Game on the inside cover of this booklet. Come on, let's take it to the hoop.

1. Flip OFF the power switch on the Genesis.

   Never insert or remove a game cartridge when the power is on. Don't risk shredding your cartridge. Make sure a Controller is plugged into Control 1.

2. Insert Bulls vs. Lakers into the slot on the Genesis. To lock the cartridge in place, press firmly, but don't force it. You're not trying to rip a rebound away from Piston strongman Dennis Rodman—not yet anyway.

3. Turn ON the power switch.

   The EASN logo will appear. If the logo doesn't appear, begin again at step 1.

4. When the Bulls vs. Lakers title screen appears, you can watch the game credits, or press **START** at any time.

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Title Screen

If you watch all the credits scroll by, you can check out a sample taste of the game's look and feel. Too bad you don't need to press any buttons. A short exhibition game (just over a minute long) will give you a quick take on what the game is all about.

If you want to "pass" on the exhibition game and get to a real game right away, skip the next bit and move down to Step 5.

If you want to watch the exhibition, here's what's happening after the credits:

The Genesis chooses the Lakers and the Bulls from the Team Select screen, introduces the game, highlights the starting lines, and controls all player moves—dunks, steals, and in-your-face defense. You can watch some of the greatest pros in the NBA do their thing, and get a good sense of the game's explosive action.
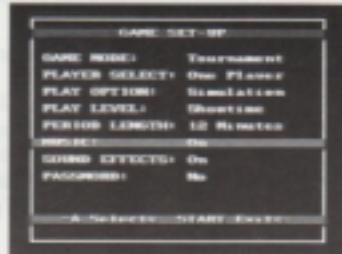
To quit the exhibition at any time, press **START**. This brings you back to the title screen.

If the exhibition ends until it's over, you'll also return to the title screen.

5. Press **START** to move on to the Game Set-Up screen.

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NAME YOUR GAME: CHOOSING GAME OPTIONS

The Game Set-Up screen is where you set up the kind of game you want to play.

Game Set-Up Screen

- **D-Pad UP/DOWN** to move the highlight through the list of game options. Press A to cycle through the choices for the selected option.

- If you want to use the game's default settings and play a game right now, you can press **START** and move down to TEAM SELECT. Read the stuff about game options another time.

OPTIONS	CHOICES (DEFAULTS IN BOLD TYPE)
GAME MODE	**ONE GAME**. Play a non-tournament with any team against a team or the Genesis.
	TOURNAMENT. Enter tournament play. It's you against the Genesis. Play until you're knocked out of the Play-offs—or win it all.

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PLAYER SELECT

ONE PLAYER: You against the fanatical computer.

1 Player is automatically set when you play a TOURNAMENT game, but you can select 2 PLAYER CoOp.

2 PLAYER CoOp: Play with a friend as teammates. Make sure the second Controller is plugged into Control 2.

2 PLAYER Vs.: Play against a friend. Make sure the second Controller is plugged into Control 2.

PLAY OPTION

ARCADE: Fast-paced basketball. The players never tire, and you can't foul out.

SIMULATION: Players fatigue. In a big game you'll need to give them a rest or risk getting blown out of the building by your opponent's well-rested subs. Genesis keeps track of your players, who can foul out of a game. Simulation is automatically set when you play a TOURNAMENT game.

NOTE: Two-minute overtime games in SIMULATION mode require you to substitute players frequently. You may want to play in ARCADE mode when playing 2-minute version.

PLAY LEVEL

PRE-SEASON: Early in the year the players aren't quite as quick or aggressive as they become at other levels. Referees take it easy on foul calls. Opponents don't play you chest to chest. They take fewer shots, and their shooting touch lets more in common with masonry than artistry. They also steal the ball less, and get fewer rebounds. This is a good place to start practicing for your run at the NBA title.

REG-SEASON: This skill level is for intermediate players. The refs call a tight game and opponents play tough.

SHOWTIME: The stars come out, big time. Play is fully charged. The pace of the game heats up and all the players

crank it up a notch. The action is fierce, and body contact has a way of becoming body collision. The ref cuts you no slack. Opponents play as hard as their stats and bench allow. SHOWTIME is automatically set if you are playing a TOURNAMENT game.

PERIOD LENGTH

12 MINUTES: Choose 2, 5, 8, or 12 minute periods. The team with the highest score at the end of four periods wins. In the event of a tie, you play a five minute overtime period (Exception: If you're playing 3-minute periods, you play a 2-minute overtime). You keep playing overtimes until there's a winner.

MUSIC

ON

OFF

SOUND EFFECTS

ON: Hear the roar of the ball on the floor, the referee's whistle, and the excitement of the crowd.

PASSWORD

YES: If you've saved a password from a previous tournament you can enter your eight-character password to resume the same tournament at the last game where you left off. Just follow the directions on the Enter Password screen, or turn to **To Play Another Tournament Game (p. 28).**

● When you've set the options and you're ready to play, press the START button.

WHO'S PLAYING WHOM?
TEAM MATCHUPS

Team Select

During NON-TOURNAMENT games you can match any team against another. You can even play against the same team. It doesn't matter whether you're playing against the Genesis or a friend.

- If you want to play against right now, and learn about choosing teams later on, press START to choose the default teams.

You'll control the precision passing and fast-break attack of the Los Angeles Lakers, while Genesis directs the relentless defense of the Chicago Bulls.

- Press START again, and move on to the EA SPORTS NETWORK pre-game show.

CHOOSING TEAMS AND PLAYING A NON-TOURNAMENT GAME

To choose your two teams from the Team Select screen for a non-tournament game:

- Press START to exit the Game Set-Up screen.

Now you can see the Team Select screen.

If you're playing against the Genesis:

- D-Pad up/down/left/right to move the flashing highlight to the logo of the team you want to control.

- Press A to choose your team.

When you press A the Team Select screen for Genesis will appear.

- To select a team for Genesis, D-Pad to move the flashing highlight over the team you want Genesis to control. Then press A to continue to the first EASN screen.

NOTE: In TOURNAMENT mode, Genesis chooses its own team.

If you're playing against a friend:

- D-Pad up/down/left/right until the logo of the team you want to control is flashing.

- Press A to choose your team.

When you press A the Team Select screen for Player Two appears.

Now let your friend select a team in the same way. Make sure his Controller is plugged into Control 2. He needs to move the flashing highlight using the **D-Pad** on his Controller. To choose a team he needs to press **A** on his Controller.

If you and a friend are playing against the Genesis (2-Player Co-Op):

- Player 1: **D-Pad** up/down/left/right until the logo of the team you want to control is flashing.

  Press **A** to choose your team.

- **D-Pad** up/down/left/right until the logo of the team you want Genesis to control is flashing.

- Press **A** to choose the Genesis team.

NOTE: In 2-Player Co-Op mode, Player 1 controls the team player over the white star. Player 2 controls the team player over the black star. The player who is NOT in possession of the ball can assume control over any other teammate.

To assume control of another teammate, press **B**.

EA SPORTS NETWORK

After you press **A** to select the Genesis team or your friend presses **A** to select his team, the first EA Sports Network screen will appear.

Our EA Sports Network announcers introduce the game and the starting lineups, up close and personal.

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- To view the next EASN screen press **A**.

- If you want to go straight to the lineup screen, press **START**.

- To view your player's stats, press **START**.

Sixth Screen

- If you want to look at more stats press **B** (there are four stats screens).

- If you want to give a surprise start to one of your bench players, use Substitutions under **TIME OUTS, SUBSTITUTIONS, AND STATISTICS (page 31)** to change your starting lineup.

- When you're ready to play the game, press **START**.

  Both teams are waiting for the starting tip-off. Home teams usually wear white uniforms. There is no built-in advantage for the home team.

- Press **START** to hear the referee's whistle.

- When the ball goes up, press **A** to direct your big man to go up and get it. You want to control the tip if you can. Remember the old saying, "You can't score without the ball."

TIP: Don't be over- anxious. Wait until you see the ball before you press **A**.

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PLAYER CONTROLS

The team with the ball is the offense; the other team is the defense.

OFFENSE

You always control the man with the ball. He's over the white star. If you're playing with a friend, Player 2 controls the man over the black star.

Moving and Dribbling

Press the arrow on the D-Pad that matches the direction you want your player to move. He'll move and dribble as long as you hold down the arrow. When you let up on the Pad he stops moving, but he'll keep dribbling in place. If a defensive man is really up in your face, you can press **A** quickly BEFORE you start dribbling to get that man off his feet. Maybe then your guy can dribble around him (see **Shooting** for more information on faking a shot). When your man wants to pass the ball to another player, take a shot, or shoot off the ball, he stops dribbling. Once he stops, he can't dribble again, or the refs will call traveling (see **FOULS, TURNOVERS and VIOLATIONS**).

Passing

- To pass the ball to another player, press **B**. This automatically passes the ball to the player who is both closest to and facing the passer. When he catches the pass, he gets the white star. Now you're controlling him.
- To pass to a particular player, press and hold **B**, then **D-Pad** up/down/left/right to move the flashing star to that player. Releasing **B** passes the ball to that player.

Shooting

- Press the **A** button to shoot a jump shot, to drive or to execute a special move.

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- Press **C** to shoot a slam jam shot.

How well your player shoots the ball depends on four things:

1. His statistical record.

   Guys with high shooting percentages make more baskets than guys with low shooting percentages do. It's that simple. See also **TEAM and PLAYER CHARACTERISTICS and TIME OUTS, SUBSTITUTIONS, and STATISTICS.** If you need some points quickly, get some guys on the floor who can shoot the rock.

2. What type of shooter is he.

   Guards and forwards typically are more successful from longer range and have more moves to the hoop than centers. All players in Bulls vs. Lakers have been modeled after their real life counterparts as realistically as possible.

3. How closely he is being guarded.

   Try to shake off the guy who's guarding the shooter. It's tough to hit the bottom of the net when he's up in your man's face. The more open your guy, the better his chances of burying the shot.

4. When you release the **A** button.

   Release the button at the right moment. There are two different "touches" on the button.

   - For a standard shot, press **A**, and release the button when your player is at the top of his jump.
   - To fake the defensive player up in the air, hit **A** quickly. When the defensive man rises, press **A** again to get off the shot or the **A** - **D-pad** in any direction to drive around him.

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Once you tell a player to shoot, he decides how to complete the shot. The game statistically determines what the player's best percentage shot is, checks out how closely he is being guarded, and then tells him to execute. Say a player is a few feet out from the basket: Person might alley-oop, Larry might take a short jumper, Jordan might go for the slam, and Mark might finger-roll it in.

Marquee Shots

One player on each team exhibits a signature shot, a trademark dunk or layup, he'll hit from a certain spot on the court. These diagrams show where each of the player's hot spots.

The shaded grids indicate the areas from which players can execute their special moves.

To execute a signature move, move the player to his spot and press **A**.

Hakeem Olajuwon   #24   Rockets   360° Slam

David Robinson   #50   Spurs   Windmill Slam
                  #50   West All-Stars

Dominique Wilkins   #21   Hawks   Double-Pump Jam
                     #21   East All-Stars
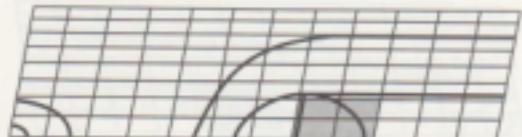
Isiah Thomas   #11   Pistons   Spinning 360° Lay-Up
Chuck Person   #45   Pacers   Ally-Oop Slam

Earvin Johnson   #32   Lakers   No Look Pass/Lay-Up
                  #32   West All-Stars
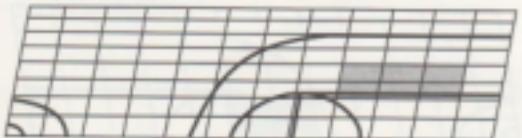
Michael Jordan   #23   Bulls   "Air" Reverse
                #23   East All-Stars
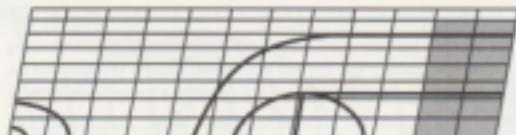
Larry Bird
#33 Celtics
#33 East All-Stars
Fade Away Jump Shot

Clyde Drexler
#22 Trail Blazers
#22 West All-Stars
Gliding Tomahawk Dunk

Tim Hardaway
#10 Warriors
#10 West All-Stars
UTEP 2-Step

Charles Barkley
#34 76ers
#34 East All-Stars
Monster Dunk

Karl Malone
#32 Jazz
#32 West All-Stars
"In Your 'Face" Jam

Shawn Kemp
#40 Supersonics
#40 West All-Stars
Windmill Finger Roll

Alvin Robertson
#21 Bucks
#21 East All-Stars
"Off-the-Glass" Jam

Patrick Ewing
#33 Knicks
#33 East All-Stars
Bounce Ball Slam

Tom Chambers
#24 Suns
#24 West All-Stars
Fake Drive 2-Hand Slam

Shot-Clock

In the NBA you have twenty-four seconds from the time you bring the ball in bounds to get off a shot at your basket. If you don't shoot within 24 seconds, the referee calls a 24-shot clock violation and the other team gets possession of the ball.

The shot-clock, which keeps track of how many seconds you have left to shoot, appears at the bottom center of the screen. When there is less than 24 seconds left in the game the game clock appears at the bottom center of the screen.

Free Throws

No defender trying to shove the ball back into your face, no running or jumping. Just you and the ball. But who says they're free? *Bulls vs. Lakers* features the "T-Meter," a free throw gauge which lets you "aim" your shot just like the pros.
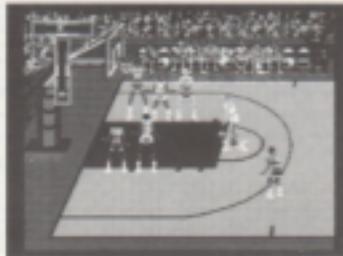
T-meter

The exclusive *Bulls vs. Lakers and the NBA Play-offs* "T-meter" appears on the screen with your player at the line. A basketball/cursor moves back and forth along the horizontal bar. This bar controls the LEFT/RIGHT aim of the shot.

- When the ball moves through the white zone, press **A** to stop it.

- Then a ball begins to move up and down in the vertical bar. The ball in the vertical bar controls the strength of the shot.

- When the ball moves through the white zone, press **A** to stop it.

The speed with which the basketball travels within the "T-Meter" is based on the actual Free Throw Percentage of the player at the line. The better the Free Throw Percentage the player has, the slower the basketball/cursor travels.

Try to stop the ball as close to the center of the white zone as possible. The closer to the center the ball stops, the more accurate your free throw.

When both balls have stopped in their bars, the player shoots the ball.

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Offensive Tips.

Give your big men the ball in the paint so they can shoot from close range. The air gets him for most of these big guys when they get beyond the free-throw line.

Move the ball quickly. That means, catch and drive, dish a pass, or catch and shoot. Use your speed.

If a defender is blocking the lane, you may want to hit **C** instead of **A** for the jump shot, just to make sure you don't give the ref the opportunity to slap you with charging.

DEFENSE

When you're playing in 2-Player Co-op mode, Player 1 controls the defensive man over the white star. If you're playing with a friend, Player 2 controls the man over the black star.

When you change players on defense, you'll switch to the man who's closest to the player with the ball.

- Press the **B** button to take control of the defensive man between the ball and the net.

- **D-Pad** to move the defender you're controlling. Remember, you control him. He'll only follow the action with his eyes unless you help him.

Just as you control shooting, you can send a defender to double-team the ball or get in position to block out for a rebound if you want.

When your defensive man is guarding the guy with the ball, you can try to steal it from him or block his shot.

- Press **C** to "rip" the ball from an opponent.

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You have to be close to the man with the ball to pull off a steal, but don't be too aggressive. The refs watch closely for "reaching in." In SIMULATION mode if you foul out, you'll have to spend the rest of the game riding the pines.

- Press **A** to try to block a shot.

Your man has the best chance of blocking a shot if he is directly in front of and facing the shooter. In fact, get right up in his face. To block the shot, press **A** as the offensive player tries to shoot.

NOTE: Pressing the D-Pad while blocking the shot lets the player glide toward the shooter.

ENTERING THE PLAY-OFF TOURNAMENT

Choose a team from either Conference and try to take them all the way to the NBA championship. Remember: In tournament play it's you (or you and a friend) against the Genesis.

- Select TOURNAMENT under GAME MODE on the GAME SET-UP screen.

This automatically sets the other options to SIMULATION, and SHOWTIME. You can still choose ONE PLAYER/2 PLAYER CO-OP, and PERIOD LENGTH.

- Press **START** to continue.

Team Select Screen

- **D-Pad** up/down/left/right to move the blinking white highlight to the logo of the team you want to take into the Play-offs.

- Press **A** to choose your team.
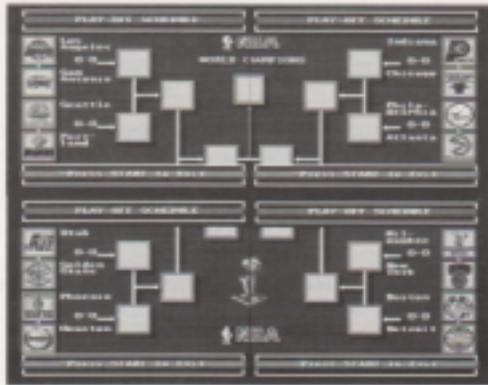
The Play-off Tree

The NBA Championship Play-off tree shows the play-off matchups for the whole tournament. These matchups only change when you enter a new tournament.

- **D-Pad** up/down/left/right to scroll through the tree.

  Your team logo is blinking. The team you're playing against is connected to your team by a bracket. Your team is the home team for the first play-off game. Home teams usually wear white uniforms. There is no built-in advantage for the home team.

  Press **START** to view the first EA Sports Network screen.

  To view the next EASN screen, press **A**.

  If you want to go straight to the lineup screen, press **START**.

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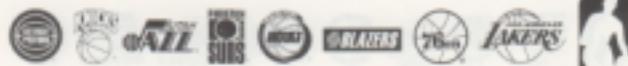
- To view your players' stats, press **START**.

  The Stats screen appears just like in a non-tournament game. You can make player substitutions if you want to.

- Press **START** to move to the tip-off.

  Tournament play works just like non-tournament play.

STUFF YOU'LL WANT TO KNOW ABOUT THE GAME

END OF EACH PERIOD

At the end of each period during a non-tournament game or a tournament, the Stats screen appears, which lets you make substitutions and check out the current foul situation (see Timeouts, Substitutions and The Stats Screens on page 31 for details on this screen).

NOTE: The team who loses the tip-off inbounds the ball at the beginning of the second and third periods. The team who wins the tip-off inbounds the ball at the beginning of the fourth period.

AT HALFTIME

During halftime of a Tournament game, the EA Sports Network report reports scores of other games going on in the league. Then they send you back to the Stats screen so you can check team performance and make any substitutions you want. (Press **A** to advance through these screens.)

- To go directly to the Stats screen, press **START** while the announcers are talking.

- From the Stats screen press **START** to return to the second half of the game.

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END OF THE GAME

End of Game screen

At the end of a NON-TOURNAMENT game, the final score appears on the End of Game screen. Bing and K.C. tally the final stats. (Press **A** to advance through these screens.) If you want to play some more, press **START** to return to the Game Set-Up screen.

At the end of a TOURNAMENT game, the final score appears on the End of Game screen. Bing and K.C. tally the final stats. (Press **A** to advance through these screens.)

Press **START** to bring up the Play-Off Schedule screen, showing the game score of the series.

• Press **START**.

Password Screen

Genesis shows your personal 8-character play-off PASSWORD. If you want Genesis to remember the current state of the play-off Tournament, you've got to remember this password. Write it down now on a piece of paper. This way you can pick up playing a tournament in progress at a later time.

TO PLAY ANOTHER TOURNAMENT GAME

If you want to play another game in the same round right away, press **START** again. The EA announcers will introduce the game. Remember, after a game is over, you can stop playing in the middle of a tournament. Genesis will remember the results of the play-offs so far—if you remember your password.

• To resume playing a tournament, press **A** to choose TOURNAMENT from the Game Mode option on the Game Select screen, then highlight the PASSWORD option and press **A** to go to the PASSWORD screen.

Enter Password screen

* Use the arrows on the D-Pad to move the yellow highlight to the first character of your password. Press A to select that character. Choose the next seven characters of your password in the same way.

* When all eight characters of your password are entered, press START to go to the Play-off screen. Press START to resume the play-offs.

END OF THE ROUND

If you lose the round, you're taken out of the tournament and returned to the Game Set-Up screen so you can try again. The quarter- and semi-final rounds, as well as the final round of the NBA Championship, are the best of seven games.

When you win a round your team's logo "advances" to the next bracket on the Play-off Schedule screen.

* Press START to start playing in the next round against your new competitor.

* When you make it through the final round, your team name appears in the World Champion screen. Press START or Reset to play again.

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FOULS, VIOLATIONS AND TURNOVERS

Fouls

An offensive player gets to take free throws when:

* He's fouled in the act of shooting, and the shot misses (2 free throws).

* He's fouled in the act of shooting, and the shot goes in (1 free throw).

* He's fouled when the defensive player has been shooting and there have already been at least 4 defensive team fouls (2 free throws).

For more information on free throws turn to *Free Throws* on page 21.

Violations and Turnovers
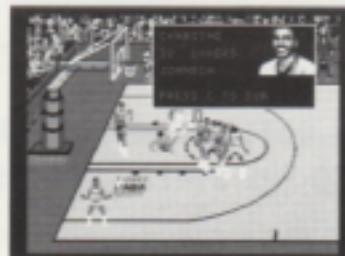
Charging

The offense turns the ball over to the other team when the ref calls any of the following violations:

* **Travelling:** When your man wants to pass the ball to another player, take a shot, or shoot the ball at the basket, he stops dribbling. Once he stops, he can't dribble again, or the refs will call travelling.

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✦ **Charging (offensive foul):** You can't run into a defensive player who's set. (Charging calls count as Personal Foul but not as Team Fouls.)

✦ **24 second shot clock violation** (the 24 second clock is in the bottom middle of the screen): From the moment you inbound the ball you have 24 seconds to get off a shot. The 24 second clock is reset when the ball hits the rim or when a defender takes possession.

✦ **10 second backcourt violation:** You can't stay in the backcourt killing time. You must advance the ball to the defense's half of the court within 10 seconds.

✦ **Backcourt violation:** Once you advance the ball over the halfcourt line into the defense's territory, you can't bring the ball back over the halfcourt line into your territory.

✦ **5 second inbound violation:** You have 5 seconds to get the ball into play.

✦ **Out of bounds:** When the ball or the player with the ball leaves the boundaries of the court, the ref calls "Out of Bounds."

TIME OUTS, SUBSTITUTIONS, AND THE STATS SCREENS

Time Outs and Pausing the Game

When you need a rest, or if your team is in danger of getting blown out of the gym by the other team, press **START**. This pauses the game and lets you catch your breath. If your team has the ball, and you think you need to call a real time out to regroup or make a substitution:

✦ To call an official Time Out, press **START**; then press **C**. You must be in possession of the ball to call a time out.
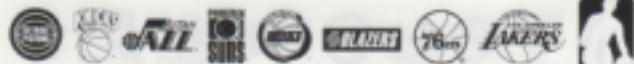
Each team gets two time outs per period. Unused time outs from one period don't carry over to the next. You can also make player substitutions by pressing **C** after a foul has been called.

Substitutions

When you call a time out the PLAYER STATISTICS screen appears. You can make substitutions from here.

Player Stats and Substitution screen

POS   Position. C is Center, G is Guard, and F is Forward.

NO   Jersey number

HT   Height

WT   Weight (ARCADE mode only)

FOULS   A player with 6 personal fouls is disqualified from the current
           game. Offensive fouls (charging for example), are included in
           this total of six. (SIMULATION mode only).

FTG   Fatigue. Fatigue affects player performance ONLY in
           SIMULATION mode. Players with 4 rating are at full strength.
           As the player fatigues, the number decreases. When a
           player's fatigue rating drops to 2, he becomes noticeably
           slower, loses height from his vertical leap, and his shooting
           accuracy decreases.

You'll notice that the Player Stats and Substitution screen is divided into two parts. The top five players (starters) are your team roster are currently playing; the other seven guys (subs) are on the bench.

- To substitute, **D-Pad UP/DOWN** to select the starter you want to replace. His name is highlighted in yellow. Use the LEFT/RIGHT arrows to move through the players on the bench. When the guy you want to substitute into the starting lineup is highlighted in white, press **A**. Notice how the highlighted starter and the player on the bench swap places when you press **A**.

Players can be substituted at any position you want them to play. For example, you could play your guards as centers if you want.

NOTE: You cannot substitute a player who is about to shoot free throws.

Statistics

The four other Stats screens are GAME STATISTICS I, GAME STATISTICS II, YEAR STATISTICS —OFFENSE, and YEAR STATISTICS—DEFENSE.

- Press **B** to cycle through these screens.
- Press **C** to look at your opponent's stats.

GAME STATISTICS I

This shows the team stats for the game being played.

FGA	Field goals attempted
FG	Field goals made
FTA	Free throws attempted
FT	Free throws made
TOT	Point total

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GAME STATISTICS II

RB	Rebounds
FG%	Field goal percentage: The number of field goals made divided by the total number of field goals attempted.
FT%	Free throw percentage: The number of free throws made divided by the total number of free throws attempted.
TP%	Three point percentage: The number of three point shots made divided by the total number of three point shots attempted.
MIN	Minutes Played.

Your STATISTICS—OFFENSE

This shows the team's offensive stats for the 1990-1991 season. These figures never change. The abbreviations used are:

FG%	Field goal percentage: The number of field goals made divided by the total number of field goals attempted.
FT%	Free throw percentage: The number of free throws made divided by the total number of free throws attempted.
PPG	Average points per game.
AST	Assists, which are passes to a teammate that lead directly to a basket.

Your STATISTICS—DEFENSE

This shows the team's defensive stats for the 1990-1991 season. These figures never change. The abbreviations used are:

PF	Personal fouls
DQ	Number of games player was disqualified (fouled out)
BLK	Blocks
STL	Steals
RBND	Rebounds

- Press **START** to return to the game.

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TEAM AND PLAYER CHARACTERISTICS

Your players are modeled after their real NBA namesakes using their stats from the 1990-1991 season. Game play is designed to be real. If you try to make Dennis Rodman into a 3-point threat or Tom Chambers into a point guard, you're in for a long night of losing. Try to turn the Celtics into a fastbreak team, and you may wind up turning the ball over more often. Try to make the Warriors play a half-court game and you'll stunt their explosive scoring potential. Remember, play up your strengths and try to minimize your weaknesses. That's the way you win games!

APPENDIX: NBA FACTS

This appendix contains a complete listing of all the team rosters in Bulls vs. Lakers and the NBA Play-offs.

Players with an asterisk (*) by their names are starters.

WESTERN CONFERENCE

Los Angeles Lakers

F	41	Elden Campbell	6-11	215
C	12	Vlade Divac	7-1	260
G	10	Larry Drew	6-2	190
F	45	A.C. Green	6-9	224
G	32	Magic Johnson*	6-9	220
G	14	Sam Perkins*	6-9	235
G	4	Byron Scott*	6-4	193
G	34	Terry Teagle	6-5	195
G	24	Irving Thomas	6-8	225
C	43	Mychal Thompson	6-10	235
F	42	James Worthy*	6-9	225

Phoenix Suns

C	2	Joe Barry Carroll	7-1	255
F	23	Cedric Ceballos	6-7	210
G	24	Tom Chambers*	6-10	230
G	14	Jeff Hornacek*	6-4	190
F	7	Kevin Johnson*	6-1	190
G	2	Negele Knight	6-1	182
C	28	Andrew Lang	6-11	250
G	9	Dan Majerle	6-6	220
G	35	Xavier McDaniel*	6-8	205
F	45	Ed Nealy	6-7	240
F	31	Kurt Rambis	6-8	213
C	41	Mark West	6-10	246

Portland Trailblazers

F	31	Alaa Abdelnaby	6-10	240
G	22	Danny Ainge	6-5	185
F	2	Mark Bryant	6-9	245
G	4	Wayne Cooper	6-9	220
G	6	Wayne Davis	6-4	207
G	22	Clyde Drexler*	6-7	222
C	3	Kevin Duckworth*	7-0	270
F	25	Jerome Kersey*	6-7	215
G	30	Terry Porter*	6-3	195
F	3	Cliff Robinson	6-10	225
F	52	Buck Williams*	6-8	225
G	21	Danny Young	6-4	175

San Antonio Spurs

G	40	Willie Anderson	6-8	185
F	34	Terry Cummings	6-9	235
F	32	Sean Elliott	6-8	205
F	31	Sidney Green	6-9	230
F	52	David Greenwood	6-9	215
F	3	Sean Higgins	6-9	195
G	15	Avery Johnson	5-11	175
F	32	Vinny Massenburg	6-9	230
G	8	Paul Pressey	6-5	203
C	50	David Robinson	7-1	235
F	42	Rod Strickland	6-3	175
G	25	David Wingate	6-5	185

Golden State Warriors

G	4	Vincent Askew	6-6	210
G	20	Mario Elie	6-5	210
G	10	Tim Hardaway	6-0	175
F	32	Rod Higgins	6-7	205
F	32	Tyrone Hill	6-9	245
C	33	Alton Lister	7-0	240
G	12	Sarunas Marciulionis	6-5	200
C	44	Paul Mokeski	7-0	255
F	17	Chris Mullin	6-7	215
G	42	Jim Petersen	6-10	235
F	23	Mitch Richmond	6-5	215
F	34	Tom Tolbert	6-7	240

Houston Rockets

G	50	Matt Bullard	6-10	235
F	44	Adrian Caldwell	6-8	266
F	21	Eric Floyd	6-3	183
G	32	Dave Jamerson	6-5	192
F	1	Buck Johnson	6-7	210
F	31	Vernon Maxwell	6-4	190
F	45	Hakeem Olajuwon	7-0	250
C	30	Kenny Smith	6-3	170
F	33	Otis Thorpe	6-10	246
C	20	Kennard Winchester	6-4	210
F	11	David Wood	6-9	230

Seattle Supersonics

G	11	Dana Barros	5-11	163
G	8	Benoit Benjamin	7-0	260
F	44	Michael Cage	6-9	245
G	24	Dave Corzine	6-11	265
F	22	Eddie Johnson	6-7	215
F	40	Shawn Kemp	6-10	245
F	31	Derrick McKey	6-9	210
G	30	Nate McMillan	6-5	197
F	8	Scott Meents	6-8	225
G	2	Gary Payton	6-4	190
F	10	Ricky Pierce	6-4	190
G	4	Sedale Threatt	6-2	177
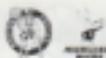
Utah Jazz

Pos	No	Name	Ht	Wt
F	41	Thurl Bailey	6-11	232
F	40	Mike Brown	6-9	260
F	31	Tony Brown	6-6	190
C	30	Mark Eaton	7-4	290
G	30	Theodore Edwards	6-3	190
F	23	Darrell Griffith	6-4	195
F	35	Jeff Malone	6-4	205
F	32	Karl Malone	6-9	256
G	25	Walter Palmer	7-1	215
G	11	Delaney Rudd	6-2	195
G	12	John Stockton	6-1	175
F	5	Andy Toolson	6-6	210

EASTERN conference

Chicago Bulls

Pos	No	Name	Ht	Wt
G	9	B.J. Armstrong	6-2	175
C	24	Bill Cartwright	7-1	245
F	54	Horace Grant	6-10	220
G	2	Craig Hodges	6-2	190
G	3	Dennis Hopson	6-5	195
G	23	Michael Jordan	6-6	198
C	22	Stacey King	6-11	230
F	53	Cliff Levingston	6-8	210
C	32	Will Perdue	7-0	240
F	33	Scottie Pippen	6-7	210
C	42	Scott Williams	6-10	230

Atlanta Hawks

Pos	No	Name	Ht	Wt
G	10	John Battle	6-2	175
F	33	Duane Ferrell	6-7	210
F	21	Jon Koncak	7-0	260
C	34	Gary Leonard	7-1	240
F	2	Moses Malone	6-10	255
G	40	Tim McCormick	6-11	240
G	15	Sidney Moncrief	6-3	181
G	25	Doc Rivers	6-4	185
G	12	Rumeal Robinson	6-2	195
G	4	Spud Webb	5-7	133
F	21	Dominique Wilkins	6-8	200
F	42	Kevin Willis	7-0	235

Detroit Pistons

Pos	No	Name	Ht	Wt
F	24	Mark Aguirre	6-6	232
C	50	William Bedford	7-1	235
G	4	Joe Dumars	6-3	195
C	53	James Edwards	7-1	252
F	35	Scott Hastings	6-11	245
G	12	Gerald Henderson	6-2	180
G	15	Vinnie Johnson	6-2	200
C	40	Bill Laimbeer	6-11	260
F	10	Dennis Rodman	6-8	210
F	22	Tree Rollins	7-1	235
F	32	John Salley	6-11	241
G	11	Isiah Thomas	6-1	182

Boston Celtics

F	33	Larry Bird	6-9	220
G	3	Dennis Johnson	6-4	141
F	52	Kevin Gamble	6-5	210
C	53	Joe Kleine	7-0	271
F	35	Reggie Lewis*	6-7	195
F	32	Kevin McHale	6-10	225
C	00	Robert Parish	7-0	230
F	54	Ed Pinckney	6-9	215
G	20	Brian Shaw*	6-6	190
G	3	Derek Smith	6-6	218
G	11	Michael Smith	6-8	230
C	13	Stojko Vrankovic	7-2	260

Indiana Pacers

C	54	Greg Dreiling	7-1	250
G	10	Vern Fleming	6-5	195
F	20	George McCloud	6-8	205
F	31	Reggie Miller	6-7	185
F	45	Chuck Person	6-8	225
F	25	Mike Sanders	6-6	210
C	32	Detlef Schrempf	6-10	230
G	24	Rik Smits	7-4	265
F	34	LaSalle Thompson	6-10	260
F	44	Ken Williams	6-9	205
G	4	Michael Williams	6-2	175
G	00	Randy Wittman	6-6	210

Milwaukee Bucks

F	7	Frank Brickowski*	6-10	240
G	25	Lester Conner	6-4	210
F	30	Adrian Dantley	6-5	210
G	20	Jeff Grayer	6-5	210
G	21	Steve Henson	5-11	177
F	42	Jay Humphries*	6-3	185
F	40	Larry Krystkowiak	6-10	240
G	54	Brad Lohaus	6-11	235
F	31	Fred Roberts*	6-10	220
G	44	Alvin Robertson*	6-4	202

G	10	Dan Schayes	6-11	260
F	43	Jack Sikma*	7-0	262

New York Knicks

G	6	Maurice Cheeks*	6-1	180
G	23	Patrick Ewing	7-0	240
G	31	Mark Jackson	6-3	205
G	22	Jerrod Mustaf	6-10	240
F	34	Charles Oakley	6-9	245
C	33	Brian Quinnett	6-8	216
G	3	John Starks	6-5	180
G	6	Trent Tucker	6-5	193
F	55	Kiki Vandeweghe*	6-8	220
F	55	Kenny Walker	6-8	217
F	25	Eddie Wilkins	6-10	235
F	21	Gerald Wilkins	6-6	190

Philadelphia 76ers

F	24	Ron Anderson	6-7	215
F	34	Charles Barkley	6-6	250
C	53	Manute Bol	7-7	225
F	54	Armon Gilliam	6-6	245
G	11	Rickey Green*	6-0	170
F	31	Hersey Hawkins	6-3	190
G	40	Dave Hoppen	6-11	240
F	44	Rick Mahorn	6-10	255
G	12	Brian Oliver	6-4	210
F	2	Robert Reid	6-8	215
G	44	Andre Turner	5-11	160
G	55	Jayson Williams	6-9	240

1991 Eastern Conference All-Stars

F	34	Charles Barkley	6-6	250	Philadelphia 76ers
F	33	Larry Bird	6-9	220	Boston Celtics
F	23	Brad Daugherty	6-11	263	Cleveland Cavaliers
G	4	Joe Dumars*	6-3	195	Detroit Pistons
C	23	Patrick Ewing	7-0	240	New York Knicks
F	32	Michael Jordan	6-6	198	Chicago Bulls
F	30	Bernard King	6-7	205	Washington Bullets

F	32	Kevin McHale	6-10 225	Boston Celtics
C	0	Robert Parish	7-0 230	Boston Celtics
G	22	Ricky Pierce	6-4 210	Milwaukee Bucks
F	20	Alvin Robertson	6-4 200	Milwaukee Bucks
F	21	Dominique Wilkins	6-8 200	Atlanta Hawks

1991 Western Conference All-Stars

F	24	Tom Chambers	6-10 230	Phoenix Suns
G	22	Clyde Drexler	6-7 222	Portland Trailblazers
G	2	Kevin Duckworth	7-0 280	Portland Trailblazers
F	10	Tim Hardaway	6-0 175	Golden State Warriors
G	42	Kevin Johnson	6-1 190	Phoenix Suns
G	32	Magic Johnson	6-9 220	Los Angeles Lakers
F	32	Karl Malone	6-9 256	Utah Jazz
G	12	John Stockton	6-1 175	Utah Jazz
G	30	Terry Porter	6-3 195	Portland Trailblazers
C	50	David Robinson	7-1 235	San Antonio Spurs
F	42	James Worthy	6-9 225	Los Angeles Lakers
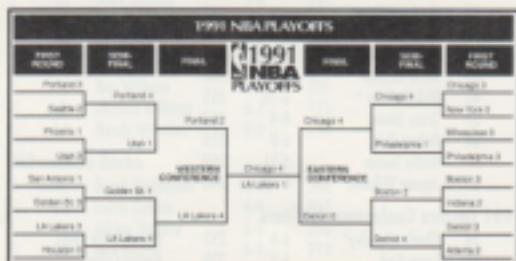
1991 NBA PLAY-OFF RESULTS

NBA TEAMS

Western Conference

Pacific Division	Midwest Division
Golden State Warriors	Charlotte Hornets
Los Angeles Clippers	Dallas Mavericks
Los Angeles Lakers	Denver Nuggets
Phoenix Suns	Houston Rockets
Portland Trailblazers	Minnesota Timberwolves
Sacramento Kings	San Antonio Spurs
Seattle Supersonics	Utah Jazz

Eastern Conference

Atlantic Division	Central Division
Boston Celtics	Atlanta Hawks
Miami Heat	Chicago Bulls
New Jersey Nets	Cleveland Cavaliers
New York Knicks	Detroit Pistons
Philadelphia 76ers	Indiana Pacers
Washington Bullets	Milwaukee Bucks
	Orlando Magic

SELECTED FOR MOST ALL-STAR GAMES

Player	Games
Kareem Abdul-Jabbar	17
Jerry West	14
Wilt Chamberlain	13
Bob Cousy	13
John Havlicek	13
Elvin Hayes	12
Oscar Robertson	12
Bill Russell	12
Dolph Schayes	12
Elgin Baylor	11
Julius Erving	11

RECENT PLAYOFF Finals Most Valuable Player (MVP)

Year	Player/Team
1991	**Michael Jordan**, Chicago
1990	Isiah Thomas, Detroit
1989	Joe Dumars, Detroit
1988	James Worthy, Los Angeles Lakers
1987	Magic Johnson, Los Angeles Lakers
1986	Larry Bird, Boston
1985	Kareem Abdul-Jabbar, Los Angeles Lakers
1984	Larry Bird, Boston
1983	Moses Malone, Philadelphia
1982	Magic Johnson, Los Angeles Lakers
1981	Cedric Maxwell, Boston
1980	Magic Johnson, Los Angeles Lakers

RECENT NBA Champions

Year	Champion
1991	Chicago 4, LA Lakers 1
1990	Detroit 4, Portland 1
1989	Detroit 4, LA Lakers 0
1988	LA Lakers 4, Detroit 3
1987	LA Lakers 4, Boston 2
1986	Boston 4, Houston 2
1985	LA Lakers 4, Boston 2
1984	Boston 4, LA Lakers 3
1983	Philadelphia 4, LA Lakers 0
1982	LA Lakers 4, Philadelphia 2
1981	Boston 4, Houston 2
1980	LA Lakers 4, Philadelphia 2

CREDITS

Design and Programming: Lisa Ching, Edwin Reich & Jeff Lefferts
Original Design: Robert Weatherby
Additional Design: Happy Keller
Art: Cynthia Hamilton & Paul Vernon
Executive Producer: Don Traeger
Associate Producer: Happy Keller
Assistant Producer: Gerald McLane
Technical Director: Edwin Reich
Sounds and Music: Mike Bartlow
Product Management: Sue Goeres
Package Design: E.J. Sarraille
Documentation: R.J. Berg & J. Poolos
Documentation Layout: Jennie Maruyama
Testing: Randy Delucchi & Scott Gilliland
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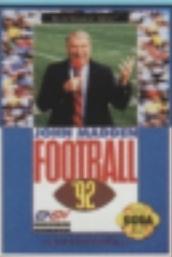
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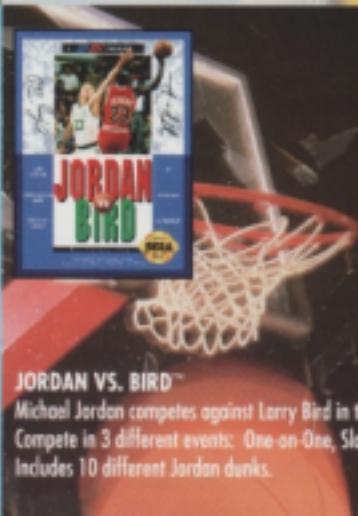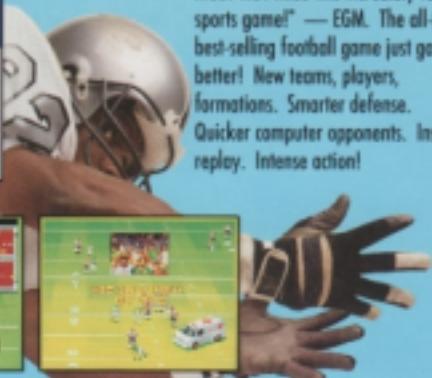
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