



(NBA) LIVE 97





N B A L I V E 9 7



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

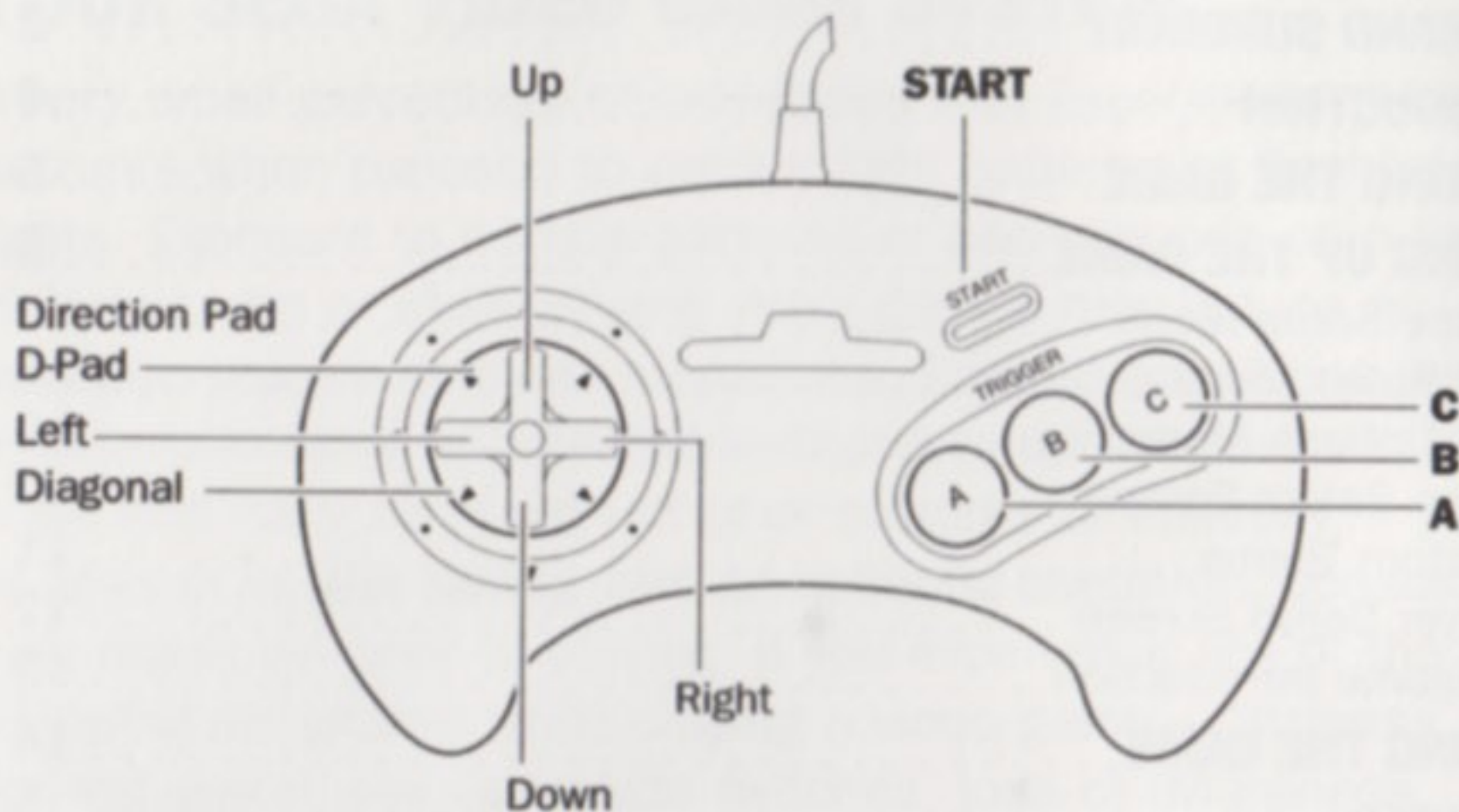
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

COMMAND SUMMARY



DURING GAMEPLAY

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

OFFENSE – WITH THE BALL

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

- ⊞ To execute a spin move or crossover dribble (if available), tap **A** twice.
- ⊞ If you catch a pass when you are stationary in the low post, D-Pad to swivel on your pivot foot for post-up moves. To move normally again, press **A** + D-Pad.

INTRODUCTION

On every court, there are players and...everyone else. Players create. Players push the game beyond expected boundaries.


In the arena of interactive b-ball, there's only one player: *NBA Live 97*. Real 5-on-5 hoops, with all 29 NBA teams, complete rosters, and authentic strategy.


Take your man at the top of the circle with a spin dribble, then dish in mid-air when the big man cuts off the lane. Launch off the floor for a power slam. And before the ball is out of the net, call for a full court press, because you're still down a bucket.

Be a player. Play *NBA Live 97*.

- Exhibition, Season, and Playoff modes, with battery back-up and 1996-97 schedule.
- All 29 NBA teams, 2 All-Star teams, and 4 Custom teams.
- Real NBA players updated with complete 1995-1996 stats. (So put away that sports almanac; it's in the game.)
- New larger rendered player animations.
- New 2 on 2 and 3 on 3 Half Court modes, 3 Point contest, and Shoot Out contest.
- Ability to create and modify custom players.

ABOUT THIS MANUAL:

 **EA TIP** Read EA TIPS for special hints and tips.

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

MENU CONTROLS

To highlight options	D-Pad \updownarrow .
To change the highlighted option	D-Pad \leftrightarrow .
To activate the highlighted submenu or command	Press B (B is the primary action button in all menus.)

- When arrows appear on the screen, you can D-Pad in the direction of the arrow to see more information/options.
- Always check the Help Bar at the bottom of the menu screen for quick instructions.

To continue	Press START
To cancel and go back	Press B + START

✓ **NOTE:** In this manual, default menu options are listed in **bold** type.

MODE

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

SEASON MODE: Start a new Season where you control 1–4 NBA teams.
(See *Season Play* on p. 33.)

PLAYOFF MODE: Start a new Playoff tournament. (See *The NBA Playoffs* on p. 38.)

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



QUARTER	The length of a quarter can be set to 3 , 5, 8, or 12 MIN.
SET RULES	Go to the Set Rules menu. (See below.)
SET OPTIONS	Go to the Set Options menu. (See <i>Set Options Menu</i> on p. 9.)
ROSTER SETUP	Go to the Roster Setup menu to create and edit players or make trades and other roster changes. (See <i>Roster Setup Menu</i> on p. 41.)
TOP USERS	Display the stats of the top users of the game.

SET RULES MENU

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

DEFENSIVE FOULS	This slider (OFF by default) sets defensive foul sensitivity. As the bar is filled, more fouls are called.
CHARGING	Sets offensive charging sensitivity (OFF by default).
FOUL OUT	Set player foul outs from 2–8 or turn OFF . In NBA play, players are ejected after their sixth foul, but you can adjust the number to suit your play style and period length.
OUT OF BOUNDS	Toggle out of bounds calls ON/ OFF .
BACKCOURT	Toggle backcourt calls ON/ OFF .
TRAVELING	Toggle traveling calls ON/ OFF .
GOALTENDING	Toggle goaltending calls ON/ OFF .



DUNKS	spectacular slams ON/OFF .
PLAYER STAR	Toggle the identifier under a player's star between player POSITION or jersey NUMBER .
SHOT CONTROL	Toggle shot control between MANUAL and AUTO . In MANUAL mode, the chance the shot will go in is determined by the distance, angle, and release point of the shot. In AUTO mode, the shot's probability is determined by the NBA player's statistics and attributes rather than player control.
STEAL CONTROL	Toggle between AUTO or MANUAL . When set to MANUAL , press A to steal.
ON-SCREEN HELP	Toggle onscreen help messages ON/OFF . When ON , an overlay at the bottom of the screen lists the button options for the current menu screen.

TEAM SELECT SCREEN

The Team Select screen appears before every Exhibition game. The visiting team is displayed on the left side of the screen, and the home team appears on the right. Team ratings appear below the team names.

- ⊞ To toggle the highlight between the home and visitor teams, press **B**.
- ⊞ To change the highlighted team, D-Pad \leftrightarrow to cycle through the NBA, All-Star, and Custom teams.
- ⊞ To sort the teams by rating, highlight a rating then D-Pad \leftrightarrow to cycle through teams as sorted by that rating.

- Highlight a player from an NBA team and press **B** to replace the original player with the highlighted player. You return to the roster of the Custom team.

✓ **NOTE:** The first time you select a Custom team, all the roster slots are empty. You must fill at least 9 roster slots before you can exit from the screen.

PLAYER SETUP SCREEN

A Controller icon for each of the Controllers that can be plugged into the system appears on this screen. Up to four competitors may play if a 4 Way Play™ adapter and four Controllers are attached. In addition to selecting the team each player controls, you can create and select user names so your user stats can be tracked. Up to 10 user names can be stored.



- To change the setting for your Controller, D-Pad ↔ to position the controller symbol under either team to select that team, or in the middle to select computer control.
- To cycle through user names, D-Pad ↑. Press **START** to select the highlighted name.



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 circle/star symbol. On defense, your man has a circle; on offense a star. Depending on which Controller you're using, the symbol has a different color:


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

If your player is offscreen, an arrow the same color as your control symbol points toward him from the edge of the screen. D-Pad in the opposite direction to bring him back onscreen.

Just like in the NBA, offense and defense require different skills in *NBA Live 97*. While the D-Pad is always used to move your player, the buttons have different functions on offense and defense. Learn the controls first, then you can focus on your basketball skills and strategy.

 **EA TIP** When your player's control symbol is pulsing, he's on a hot streak, and his attributes are temporarily boosted.


- ◇ To throw an alley-oop pass, throw the ball to a player with a clear path to the basket. If he is in a position to jump for an alley-oop (and has the ability to make the play), an alley-oop is automatically executed.

 **EA TIP** Since you can throw the ball faster than you can run, passing is the quickest way to move the ball on the court.


SHOOTING

Players shoot differently depending on who and where they are. For instance, when shooting from the outside, the player will try a jumpshot. Closer in, and he may try a hook shot. Near the hoop he'll try one of a variety of slams (assuming he can slam) or layups.

- ◇ To shoot, press and hold **C**. Release the ball at the top of your jump by releasing the button.
- ◇ To fake a shot, tap **C**.

 **EA TIP** You'll shoot more accurately if you get your feet set before you shoot and release the ball at the top of your jump.

✓ **NOTE:** If the SHOT CONTROL setting in the Set Options menu is set to AUTO, simply press **C** to shoot—how long you hold the button doesn't affect the shot.


 **EA TIP** If you press **B** before your player shoots, you can still pass the ball after you leave your feet to shoot.



STEALS

NBA Live 97 now gives you the choice of AUTO or MANUAL steal control in the Set Options menu (see p. 9).


- ☞ When MANUAL steals are selected, tap **A** when near the ballhandler to try for a steal.
- ☞ When AUTO steals are selected, position yourself in front of the ballhandler. Your player automatically tries to reach in and steal the ball.

 **EA Tip** You have to be close to the man with the ball to pull off a steal, but don't get too aggressive, or you may get whistled for a foul.

SHOT BLOCKING AND REBOUNDING

Just as players shoot differently in different situations on offense, defensive players react differently when they jump on defense. If you jump near a player who's shooting, your player tries to block the shot. If you jump near a ball coming off the rim, your player tries to pull in the rebound.

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

 **EA Tip** Don't jump for the ball too quickly after a shot, or you may get called for goaltending.

INFRACTIONS

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



The ball moves left/right on the horizontal bar to control the left/right accuracy of your shot.

- Press **A**, **B**, or **C** when the ball is in the center of the bar to aim your shot.

The ball moves up/down on the vertical bar to control the distance of your free throw.

- Press **A**, **B**, or **C** when the ball is in the center of the vertical bar. The player shoots the ball. Normal play resumes after the final free throw.

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. Just don't wait too long to shoot, or the meter speeds up!

- 🏀 **EA Tip** When the visiting team shoots free throws, the home team player(s) can rapidly press **A** or **C** to animate the crowd background, making it harder for the shooter to concentrate on the T-Meter.

PLAYCALLING

You can assign three different sets and/or specific plays or Quick Plays for both offense and defense from the Strategy menu, and then call them on the fly during the game. See *Strategy Menu* on p. 25 for instructions on selecting sets and plays.

- To call the set/play assigned to **A**, **B**, or **C**, press and hold **START**, then press **A**, **B**, or **C** and release **START**. If your team has possession of the ball, an offensive play is called; on defense, a defensive play is called.



- ◊ To move the replay camera to lock onto a player or the ball, hold **B** and D-Pad in any direction. A cross appears over a player when the camera is locked on him.
- ◊ To toggle between normal and reverse angle, press **A + B**.

TIME OUTS

You can pause the game at any time, but you must have possession of the ball to call a time out. The number of time outs remaining is listed after TIME OUT in the Pause menu. Each team gets 7 time outs per game. (If you call a time out after your 7 are exhausted, a technical foul is called and the other team shoots a free throw—but the clock is stopped.)

To call a time out:

- ◊ Select TIME OUT from the Pause menu. The SUBSTITUTION option becomes available if it wasn't already.

SUBSTITUTION

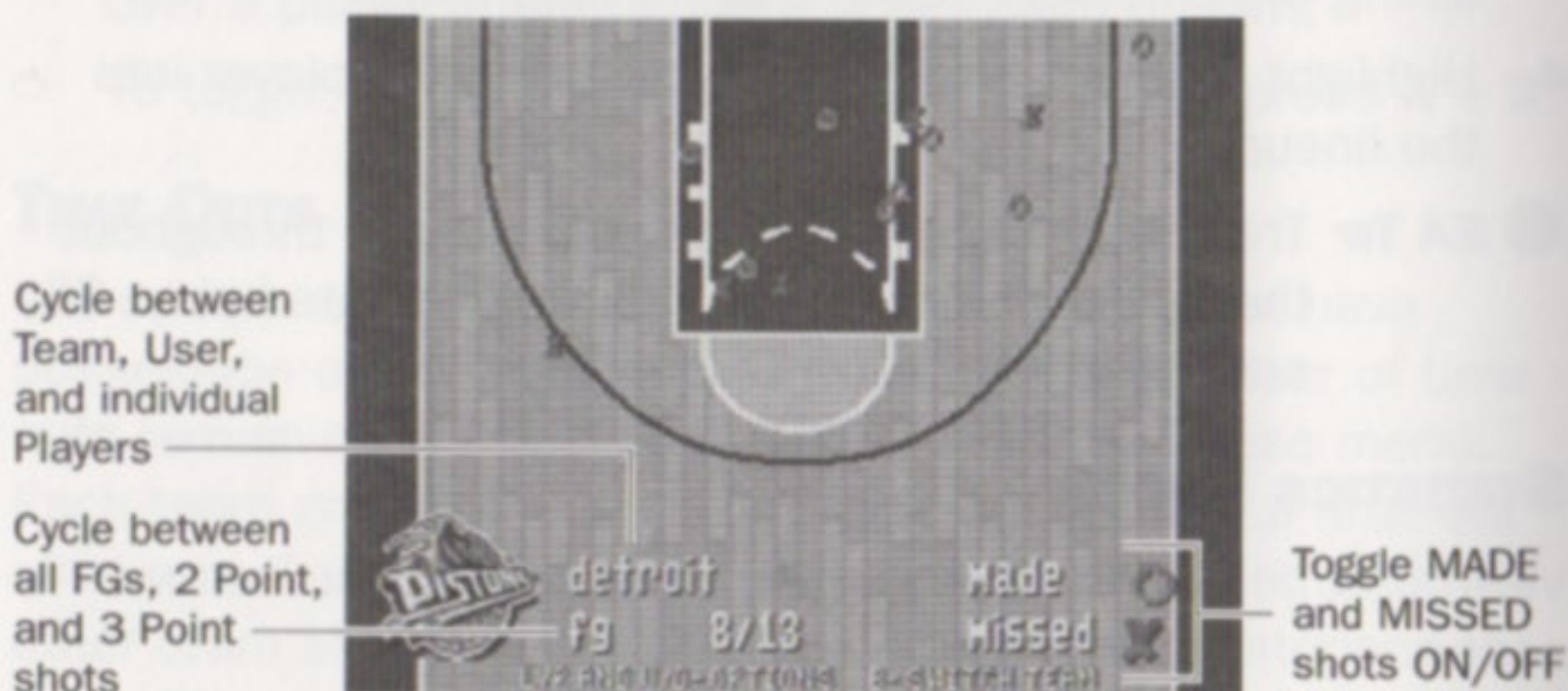
You can make player substitutions when the play clock is stopped: between periods, by a time out, or by a violation such as a foul or out of bounds. When the clock is not stopped, the SUBSTITUTION option isn't available.

To make a substitution:

1. When the clock is stopped, select SUBSTITUTION from the Pause menu. The Substitution screen lists the 5 players currently in the game.
- ◊ To cycle between game stats, attributes, 1995–96 stats, and quarter stats, press **A/C**.
 - ◊ To cycle through the available stats/ratings for the players, D-Pad **↔**.

SHOT CHART

View a shot chart showing made (○) and missed (✕) shots.



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

STRATEGY MENU

OFFENSIVE PLAYS

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

CPU SELECTS

Toggle auto playcalling **ON** (✓)/OFF (no check). When ON, the computer chooses offensive sets and plays automatically (but you can still call your own plays when you want). When set to OFF, you call all your plays manually, and any play or set you call is run until you call another.

CRASH BOARDS

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



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

✓ **NOTE:** If you're using a 6 button controller, you can use the **X**, **Y**, and **Z** buttons to assign and call plays rather than **START** + **A**, **B**, or **C**.

DEFENSIVE SETS

Go to the Defensive Sets screen to select defensive sets and options.

CPU SELECTS When set to **ON** (✓) the computer selects defensive sets automatically. When set to **OFF**, any defensive set you call is maintained until you call a different set.

PRESSURE Select **L** (low), **M** (med), or **H** (high) defensive pressure. Higher pressure may lead to more steals, but also more fouls.

DEFENSIVE SETS

Five defensive sets are available, including man-to-man and trapping sets. The clipboard diagram on the right side of the screen shows the alignment for the highlighted set. Sets are selected and called in the same manner as offensive sets, except that there are no individual plays—only basic sets.

OFF. QUICK PLAYS

In the NBA, a basic play such as a pick and roll between a point guard and a power forward can be the cornerstone of a team's offensive success. In *NBA Live 97*, you can call your own NBA-style Quick Plays on the fly. Quick Plays differ from standard plays in that they are quick, simple, and can be run from any set (but do not alter the set).



SUBSTITUTIONS

Toggle between **AUTO** and MANUAL player substitution. When set to AUTO, the computer subs for tired players automatically. When the computer substitutes, an overlay appears on the game screen—press **START** to continue.

AUTO SUB NOTIFY

Toggle notification of automatic player substitutions **ON/OFF**.

PLAY NOTIFY

Toggle notification of playcalling **ON/OFF**. When ON, an overlay on the game screen lists the play being called.

PLAY OPTIONS MENU

Jump to the various options menus or quit the game in progress.

RULES

Cycle between ARCADE, SIMULATION, and CUSTOM rules settings.

SET RULES

Go to the *Set Rules* menu (p. 8) to change rules and simulation options.

SET OPTIONS

Go to the *Set Options* menu (p. 9).

PLAYER SETUP

Change controller options (but not your user name). (See *Player Setup Screen* on p. 12.)

LOCK POSITIONS

Set position options for each controller. **UNLOCKED** means that you can control any player; selecting an individual position means that you always control that player and can't control any other position. This is very cool if you want to avoid confusion in multiplayer games or just want to always "be" your favorite player.



PRACTICE MODES

A new feature in *NBA Live 97* is the ability to set up 2 on 2 or 3 on 3 Half Court games and 3 Point or Shoot Out contests. Use these "mini-games" to sharpen your skills or get a little quick and dirty competition going.

2 ON 2 OR 3 ON 3 PRACTICE

Selecting either of these modes from the Game Setup screen starts a halfcourt practice game to a specified number of points. Arcade rules are in effect, so don't look for the refs to bail you out with a call when you get fouled on the way to the hoop.

- ⊞ To set the number of points, cycle the POINTS option on the Game Setup menu before proceeding. The first team that reaches the specified number of points with a two point lead wins.
- ⊞ Select **LOSER'S OUTS** to let the other team inbound the ball after a basket or **WINNER'S OUTS** to give the ball back to the team that makes a bucket. Winner's outs make it easier to get on a run; loser's outs ensure a more balanced game.
- ⊞ Select **1 AND 2 POINT** or **2 AND 3 POINT BASKETS** to set the scoring for normal shots and shots from behind the 3-point line.
- ⊞ When you continue from the Game Setup screen, the 2 on 2 (or 3 on 3) Setup screen appears. To cycle through teams, press **A/C**; to cycle through players for the highlighted position, press **←→**.



- ❑ After your player shoots the fifth ball in each rack, he automatically moves to the next rack.
- ❑ After a shooter finishes, press **START** to bring on the next contestant.
- ❑ Start your next shot as quickly as possible after releasing your last shot—the clock is ticking down, and you don't want to run out of time before you get a chance to launch the last bonus ball.
- ❑ If more than two players are entered in the contest, multiple rounds are used to eliminate the shooters with the lowest scores at the end of each round.
- ❑ At the end of the contest, you have the option to **PLAY AGAIN** with the same player(s), return to the 3 Point Setup screen to **SELECT NEW PLAYERS**, or **EXIT GAME**.

SHOOT OUT CONTEST

Two players take the court for an old-fashioned shootout. There are two Shoot Out modes: Timed (the player with the most points at the end of time wins) or Points (the first player to the specified total wins).

- Select a **TIMED** or **POINTS GAME** from the Game Setup menu, then choose a length or points total to play to.
- Select **2 AND 3 POINT** or **1 AND 2 POINT BASKETS** to set the scoring for normal shots and shots from behind the 3-point line.
- When you continue from the Game Setup screen, the Shoot Out Setup screen appears. Select players and control options in the same manner as the 3 Point Setup screen described above.
- Press **START**, and the game begins.



3. Highlight **ONE**, **TWO**, **THREE**, or **FOUR TEAMS** to take through the season. If you select **ONE TEAM**, full player stats are saved through the season. If you select **TWO** or more teams, player stats aren't tracked. Press **START**, and the Team Select screen appears.
 - ◊ D-Pad \leftrightarrow to select from the 29 NBA teams. Ratings for the selected team are displayed in the middle of the screen.
 - ◊ To view information on the selected team, select **TEAM INFO**.
4. To select the current team, press **START**. After all players have selected teams, the Set Season Length screen appears.
5. Highlight 28, 56, or **82 GAMES** to set your season length. Press any button, and the Begin Season screen appears.
6. To select one of the two memory slots, highlight a slot, then press any button to continue. The Team Schedule screen appears.

CONTINUING A SAVED SEASON

1. From the Game Setup menu, select **CONTINUE** from the **MODE** option. Press **START** to continue, and the Continue screen appears.
2. Select one of the two memory slots, and you return to the position at which the season was saved.



- PLAY GAME** Play the currently highlighted game. You can only play or simulate the next game; you cannot skip any unplayed games.
- SIMULATE** Simulate the currently highlighted game. The game score appears below the team names.
- CHANGE USER** (Multi-team Season only.) Cycle through user-controlled teams when **INDIVIDUAL** team display is selected.
- DISPLAY** (Multi-team Season only.) Select **TOGETHER** or **INDIVIDUAL** team schedule display. When set to **INDIVIDUAL**, select **CHANGE USER** to cycle through the user-controlled teams.
- PLAYER STATS** (Single-team Season only.) Go to Player Stats screen to view stats and ratings for the players on your team.
- TEAM STATS** View stats for any two teams. By default, stats for your team and your next opponent are displayed.
- ROSTER** Go to Re-order Roster menu (p. 42).
- LEAGUE LEADERS** View the top 10 League Leaders in 13 statistical categories.
- STANDINGS** View League Standings by division.
- TEAM LEADERS** View team rankings in 11 statistical categories.
- INJURIES** View all currently injured players.



THE NBA PLAYOFFS

You can create your own playoff atmosphere any time you want in *NBA Live 97*. 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 combination of NBA teams.

STARTING A PLAYOFF SERIES

From the Game Setup menu:

When you start a new Playoff series from the Game Setup menu, you can choose the teams that play in the series, as well as which teams are human-controlled.

1. From the Game Setup menu, select PLAYOFFS from the MODE option. Press **START** to continue, and the Begin Playoffs screen appears.
2. Highlight a memory slot and press any button to select that slot. The Playoff Length screen appears.
3. Choose from **5-7-7-7** (the NBA format; 5 games in the first round and 7 games thereafter), 1-1-1-1, 1-3-3-3, or 3-5-5-5. Press **START** to continue, and the Playoff Tree appears.

From Season play:

Select PLAYOFFS from the Team Schedule screen to advance to the Playoff Tree at any point during the season. Choose a Playoff length from the Playoff Length screen, and the Playoff Tree appears. If you made the Playoffs, your team is highlighted to indicate that it is human-controlled. The Playoffs proceed as normal, except that you cannot change the teams or human control options.

To make trades or roster changes:

Select YES, and the Roster Setup menu appears (see p. 41). When you're done, press **START** to return to the Playoff Tree.

⇒ The Playoff options appear at the bottom of the screen:

PLAY GAME	Play next scheduled Playoff game. Press B , and the Player Setup screen appears. Gameplay proceeds as normal.
SIMULATE	Simulate next Playoff game.
STATISTICS	View Playoff Team Stats, Player Stats, Team Leaders, League Leaders, or check out the Matchup Review for a recap of all Playoff series matchups. If you've selected only one user-controlled team, you can also go to the Player Stats screen to look at stats for players on your team.
SET ROSTER	Go to Re-order Roster menu (p. 42). If any players are injured, you have the additional option of viewing injured players.
EXIT	Exit the Playoff.

END OF THE GAME

After a Playoff game, the postgame screens appear as normal. Press **START** to continue, and your series is automatically saved. You then return to the Playoff Tree.

END OF THE ROUND

⇒ If you win your round, the procedure is the same as any other game, except when you return to the Playoff Tree your team name is moved to the next bracket and you face a new opponent.



RESET PLAYER ROSTERS

Select this command to reset all rosters to the 1996/97 season defaults and move all Created players to the Free Agents pool.

RE-ORDER ROSTER MENU

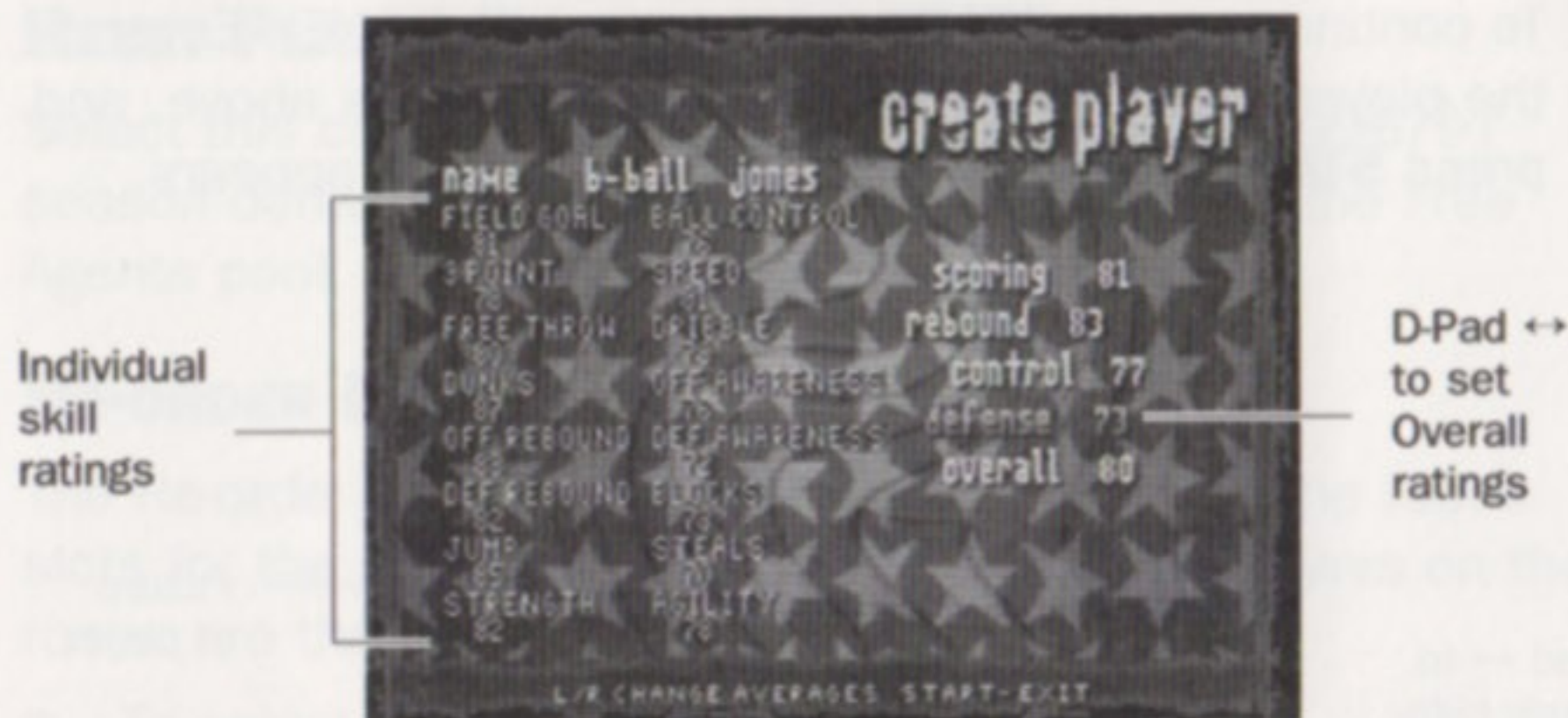
The Re-order Roster menu allows you to change the roster slots for the players on your team. The first 5 players on the roster are the starters.

- ⊞ To select a team, press **A/C**.
 - ⊞ To cycle through the statistics/ratings for the players, D-Pad \leftrightarrow . (**X/Z** or **START + A/C** to toggle between 1995–96 stats and ratings.)
 - ⊞ To exchange the roster slot of two players, highlight a player and press **B**. Highlight a second player, and press **B** again. The players switch roster slots.
- ✓ **NOTE:** Only 12 players are allowed to suit up for a game. If you want to use a player, he must occupy one of the first 12 roster slots.

CREATE/DELETE/EDIT PLAYER

You can create and edit up to 32 players in *NBA Live 97*. Newly created players are placed in the Free Agents pool, and may be picked up by any team via trade.

1. Select CREATE PLAYER from the Roster Setup menu, and the Create Player menu appears.
- ⊞ To enter the player's last name, D-Pad to highlight a letter; then press **B** or **C** to add that letter. (To delete a letter, press **A**.)



SCORING

Controls Field Goal, 3 Point, Off. Awareness, Free Throw, and Dunks ratings. To set the overall SCORING rating, D-Pad \leftrightarrow . As the rating changes, the other ratings are randomly altered as well.

REBOUND

Overall rebounding rating composed of Off. Rebound, Def. Rebound, Jump, and Strength ratings.

CONTROL

Ball control rating; composed of Ball Control, Speed, Dribble, and Agility ratings.

DEFENSE

Defensive rating; composed of Blocks, Steals, and Def. Awareness.

OVERALL

Overall rating average.

- When you're done entering your player, press **START**. If you have a saved series in progress, you are asked if you want to be able to use the player in current series play as well as Exhibition play. Choose YES if you wish to use the player in a series, NO to use him only in Exhibition games.



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 1300 309 855. Hours: 9am - 5pm, Mon - Fri. A charge will be applied
 10:00am - 6:00pm if you are under 18 years of age. Privacy policies apply.