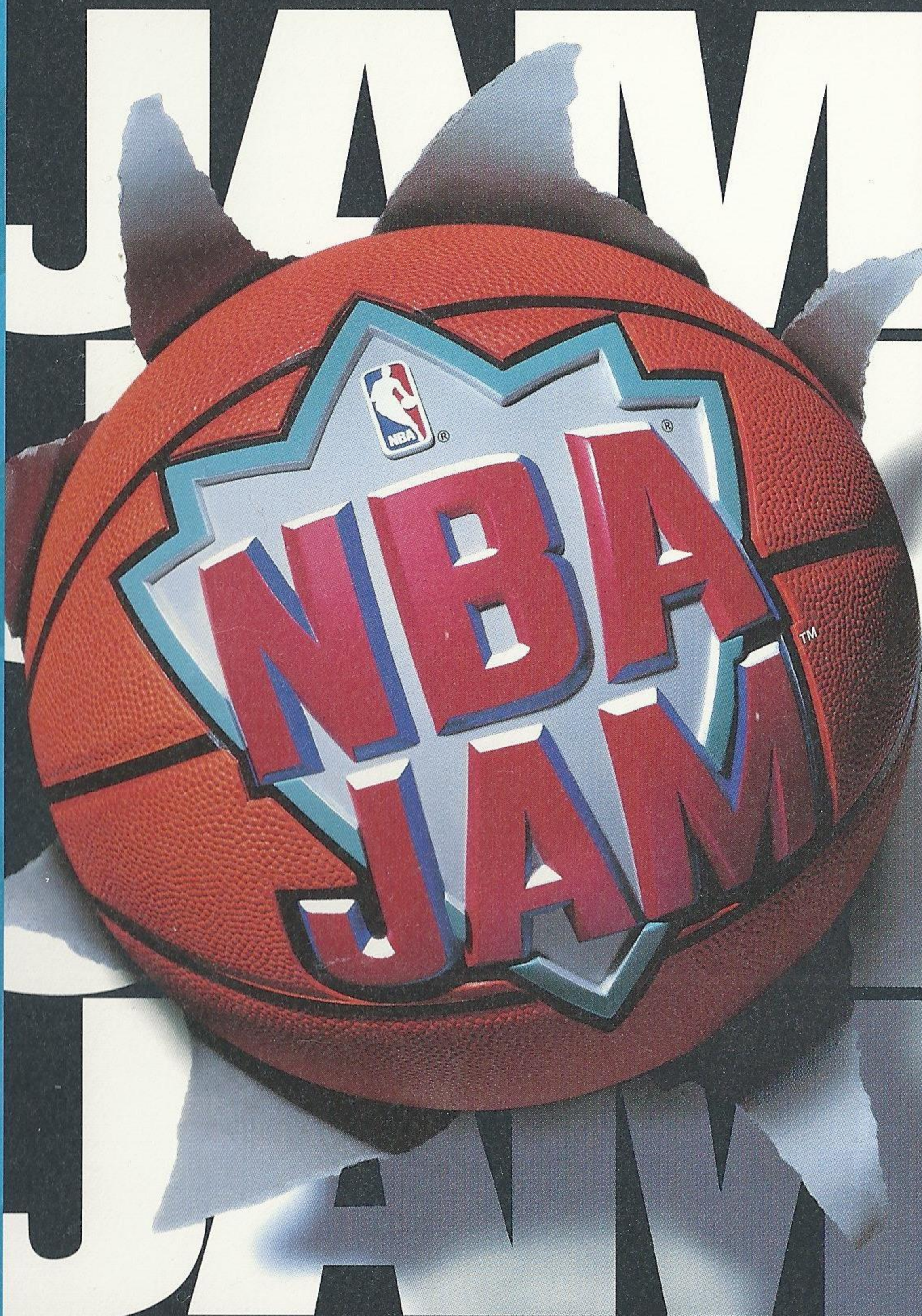


SEGA™

NEW PLAYER ROSTER

CD
ROM
SEGA
WORLD
S



MIDWAY
AKKlaim
entertainment, inc.

OFFICIAL
NBA
LICENSED
PRODUCT



KIDS TO ADULTS
K&A
AGES 6+

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

***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 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.

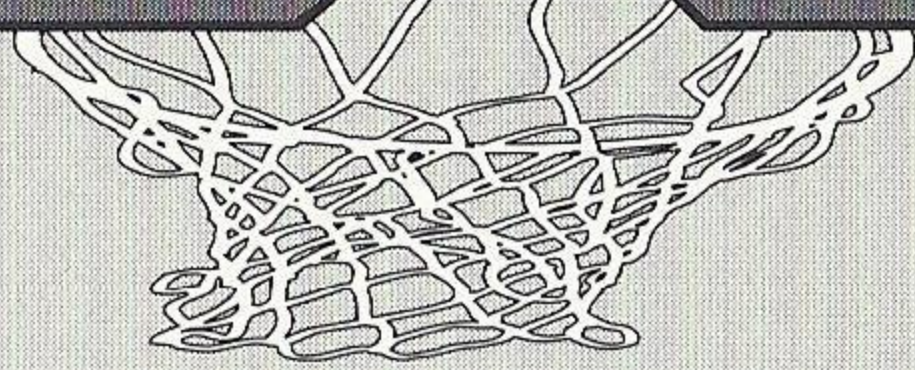
WARNING TO OWNERS OF PROJECTION TELEVISIONS:

STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

IS IT THE SHOES?!?



Go to the hole. Go strong. Deliver the facial. Show them your stuff. And your 360° rimrocker. And a Tarzan slam for good measure. You're on fire! This is the NBA[®], and you're playing NBA[®] JAM[™], the toughest two-on-two competition around and the only game in town!

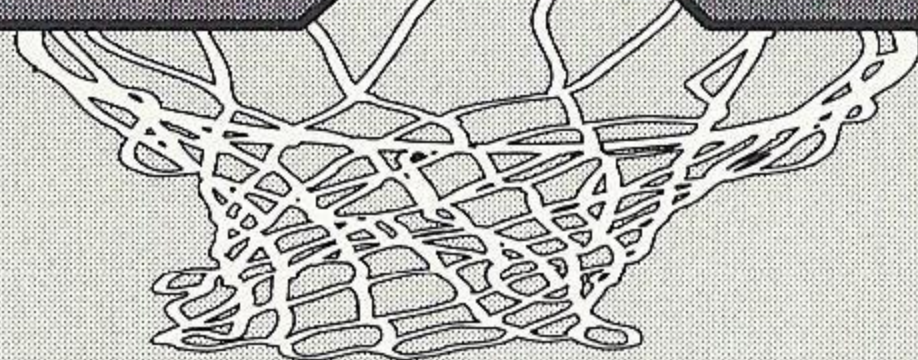
Play with superstars from all 27 NBA[®] teams— from Coleman and Pippen in the East to Kemp and Olajuwon in the West — with veteran superstars like Malone and Ewing to sensations like Webber and Hardaway — each with his own on-court personality and attributes.

Play one-player, two players on the same side, two players against each other, or with the Team Player[™] Multi-Player Adaptor, start a two-on-one or four-player game with your friends!

All the hard-hitting hardwood and “incredible dunks” of the arcade are here, complete with speech, record-keeping, seasonal play, and the half-time report, with new features like tag mode, making *not* playing NBA[®] JAM[™] a very “bad decision.”



SETTING UP FOR THE JAM



1. Connect your Sega CD™ and Sega Genesis™ systems and plug in Control pad(s). If you would like to play a three or four-player game, plug in the Team Player™ Multi-Player Adapter (sold separately) as described in its instruction manual at this time.



2. Turn on your TV or monitor, and then turn on your Sega™ Genesis™. The Sega CD™ logo appears.
3. If you have a tray-loading Sega CD™ console, press RESET to open the CD tray. Place the NBA® JAM™ CD into the tray label side up and press START on Controller #1. If your console is the pop lid style, press the OPEN button to open the CD lid, then place the NBA® JAM™ CD into the tray label side up and close the lid.
4. If the Sega CD™ logo is on screen, press the START BUTTON to begin jamming. If the Control Panel is on screen, move the cursor to the CD-ROM button, and then press BUTTON A, B or C to begin.

When the title screen comes up, press the START BUTTON. You will be presented with three choices— HEAD-TO-HEAD (player vs. player), a TEAM GAME (2 players vs. computer) or set OPTIONS. If you are using the Team Player™ Multi-Player Adaptor, you will be presented with two choices— START GAME or set OPTIONS.

Highlight your selection using the D-BUTTON and press the START BUTTON.



3

OPTIONS allows you to set certain game options. Press the D-BUTTON up and down to highlight the desired option and left or right to change it:

TIMER SPEED: Allows you to choose how fast the game clock will count down each quarter, from Very Slow to Very Fast.

DRONE DIFFICULTY: Allows you to select how smart your computer opponents are on a scale of 1 (low) to 5 (high).

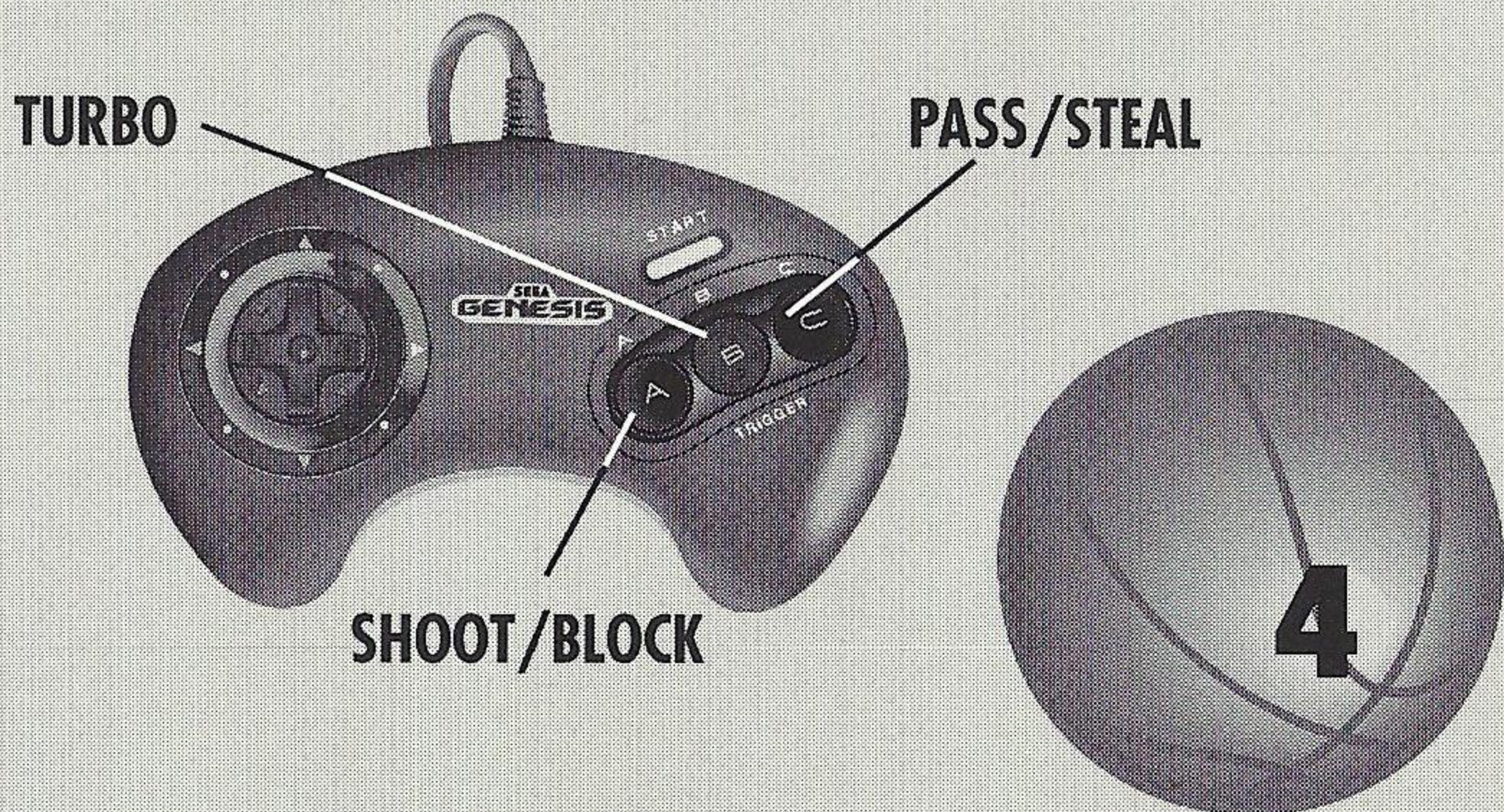
TAG MODE: In a one-player, or one human per team game, NBA[®] JAM[™] allows you to select how you wish to control your teammate.

OFF is the default. Like the arcade, you control one player the entire game, and the computer controls your teammate (unless a human player should "jump in" with his START BUTTON).

ON enables you to control both the movement and the ball handling of whichever player on your team has the ball. In other words, you pass off control when you pass off the ball. The "tag" occurs when your teammate gains possession, so if a pass is intercepted, you retain control of the player who passed.

COMPUTER ASSISTANCE: If a team falls far behind, this feature increases the odds that that team's shots will go in, ensuring a close and competitive game. If this feature is off, both players are given a "fair shake."

CONTROLLER CONFIGURATION: Allows each player to select which commands are associated with which buttons. Press the D-BUTTON left or right to cycle through the available combinations. The default configuration is as follows:

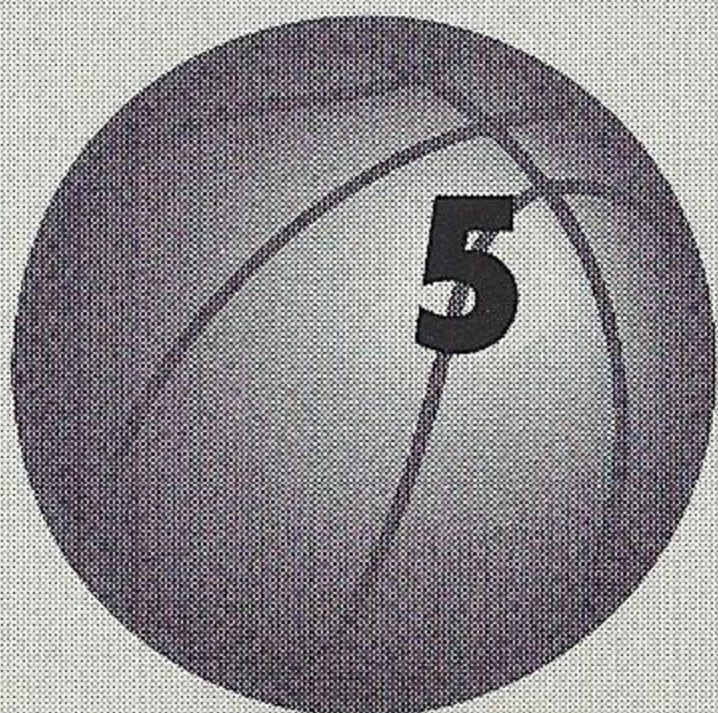


VIEW / DELETE RECORDS: Activating this option will take you to the record screen. NBA® JAM™ stores records and stats for up to 16 different players! Sometimes, however, you will want to make room for a new one. To erase a record, use the D-BUTTON to highlight the desired record and press the A BUTTON. You will then be asked to confirm whether you truly wish to delete this record. Press the A BUTTON to abort your deletion or the B + C BUTTONS to erase the record. Press the START BUTTON to return to the OPTIONS screen.

Pressing the START BUTTON will exit OPTIONS.

To begin playing NBA® JAM™, select either HEAD TO HEAD mode or TEAM GAME mode from either controller. There are 4 different player positions in NBA® JAM™. Player numbers 1 and 2 are teammates, and 3 and 4 oppose them on the other team. A TEAM GAME puts both players on the same team, making the person with controller 1 player 1, and the person with controller 2 player 2. HEAD TO HEAD mode puts the two human players on opposite teams. The person with controller 1 is still player 1, but the person with controller 2 is player 3. All players who wish to participate should then press START on their controllers.

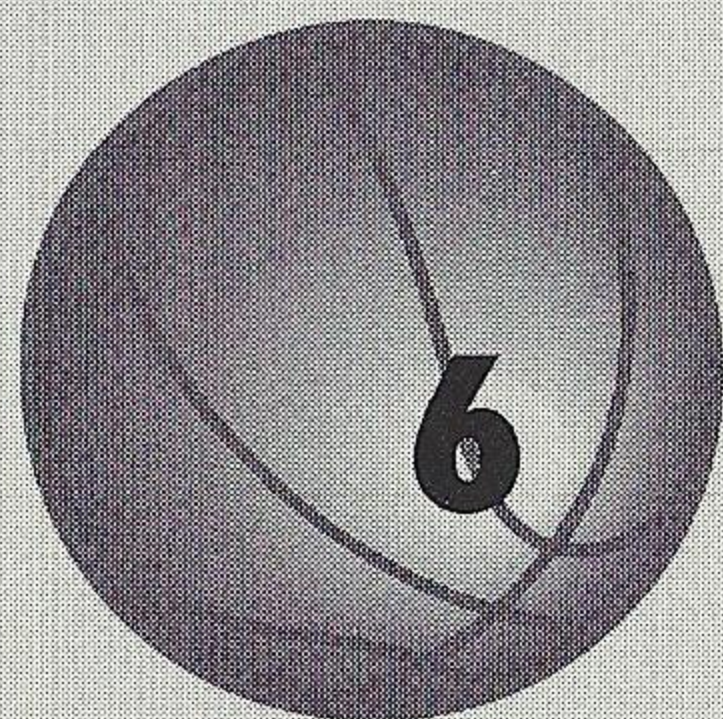
If you are using the Team Player™ Multi-Player Adaptor, select START GAME. Select the controller letter corresponding to the player you wish to control — controller port 1 is player 1, A is 2, B is 3 and C is 4. Everyone who wishes to participate should then press START on their controllers.



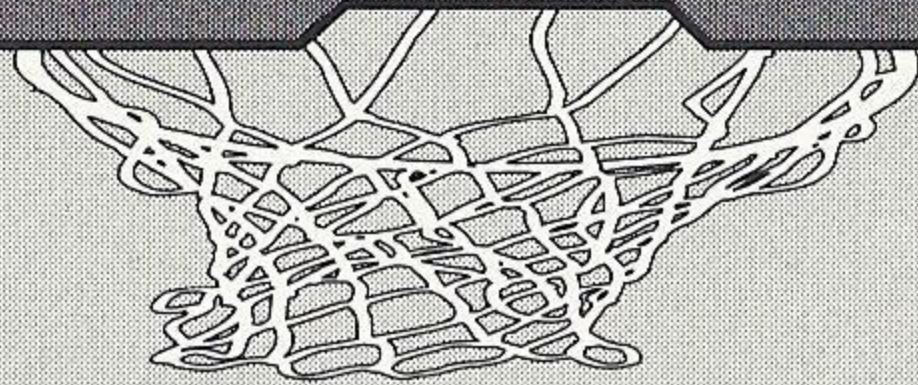
Whether you are using the Team Player™ Adaptor or not, you will then be asked if you wish to enter your initials for record-keeping. Use the D-BUTTON and the A, B, C or START BUTTON to choose. This decision affects all players; no player can enter initials if "no" is selected. If "yes" is selected, each player will then be asked to enter his/her initials. Use the D- BUTTON to move the cursor on top of the desired letter and press the A, B or C BUTTON to select. If the initials entered are one of the sixteen in NBA® JAM™'s memory, your record will be immediately recalled. NBA® JAM™'s record-keeping feature stores each player's record, ranking, winning percent, the current streak and the teams defeated!

Next, players must choose their teams. Use the D-BUTTON to highlight the teams. Each team is composed of two NBA teammates, each with ratings in 4 categories: Speed, 3 Pointers, Dunks and Defense. A complete team-by-team listing of these stats appear on pages 16-19 of this manual. Pressing the A, B or C BUTTON switches which of the teammates you control. Press the START BUTTON when your selection is made.

If a game is already in progress, another player may "jump in" at any time, taking over control of one of the computer-controlled players by pressing the START BUTTON on their controller.



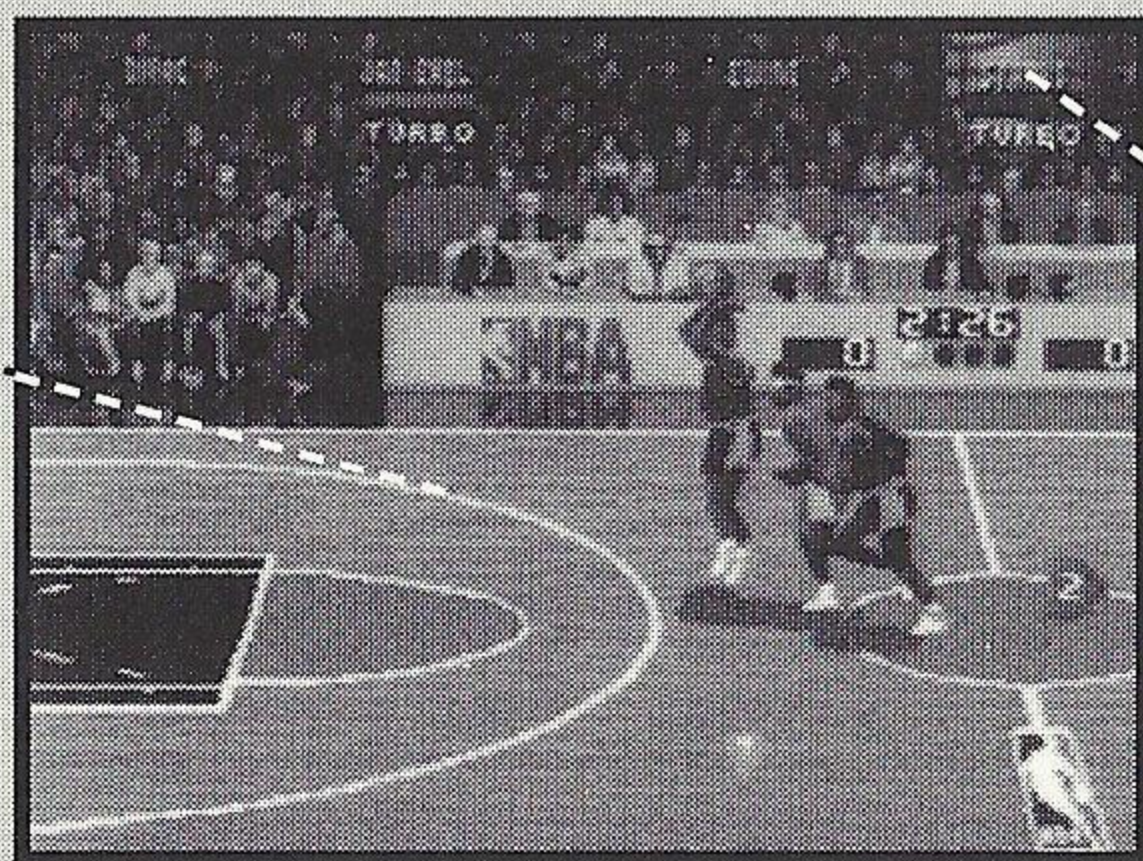
JAM RULES & CONTROLS



An NBA[®] JAM[™] game is divided into 4 quarters of three minutes each. A game begins with a tip-off, as two players leap for the ball in order to gain control. Possession of the ball at the beginning of the second and fourth quarters goes to the home team (team two), and to the visiting team (team one) starting the third regardless of who wins the initial tip or who possesses the ball when the previous quarter ended.

The object of the game is to have outscored your opponents when the final buzzer sounds. There is a 24-second shot clock in effect. A basket counts for two points when it is shot from inside the three-point line, and three points when shot from behind it.

THREE-POINT
LINE



POSSESSION
INDICATOR

A defensive player can block a shot, but only when the ball is on the upward part of its arc. If it is touched by a defender on its downward flight, a goaltending call is made, and points are awarded whether or not the basket was going to go in. Once the ball touches the rim, however, it can be grabbed by any player, either offensive or defensive.

7

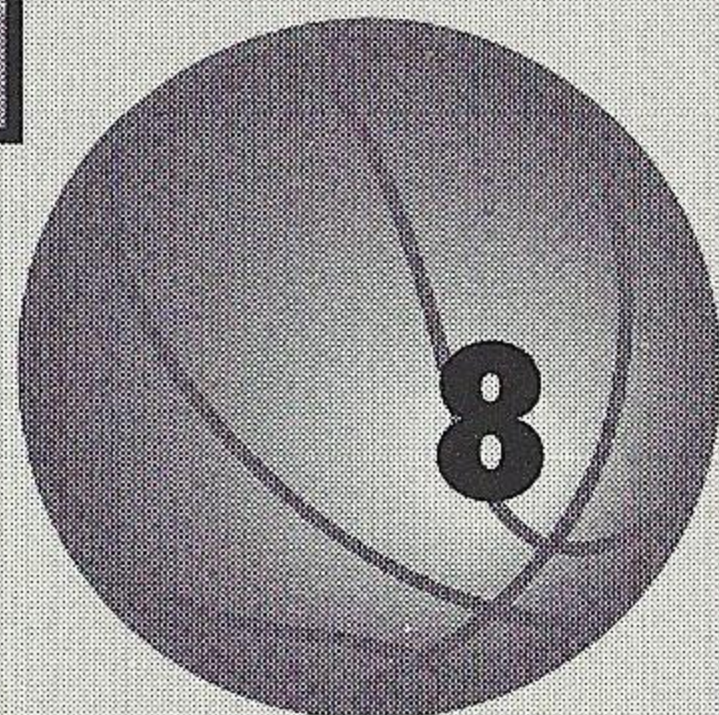
To make identifying the ball-handler easy, whenever a player has possession of the ball, an orange basketball indicator will appear behind his name at the top of the screen. If nobody has possession—the ball is in the air or has been knocked away, there is no indicator.

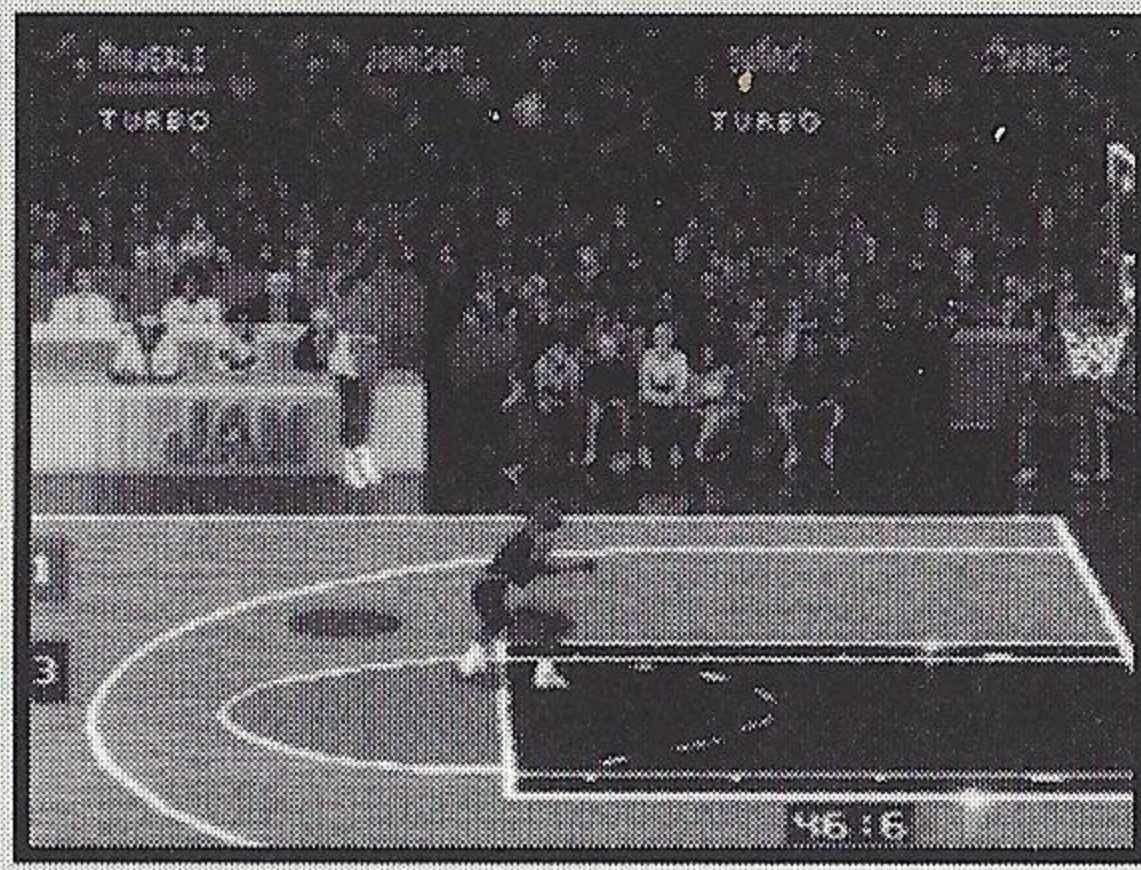
If a player scores three baskets in a row, he is “on fire!” During this time, he has unlimited turbo, and a much better chance of sinking shots from anywhere on the floor! Only one player can be “on fire” at a time. Being “on fire” lasts until the next opposing basket goes in, meaning that a teammate can score without disrupting the fire. Even if the opposing team cannot score, however, your fire will eventually go out by itself. The ball glows when the player on fire holds it and smokes when he shoots it!

Beyond those, there are very few rules to an NBA® JAM™ session. There are no fouls—no reaching in, no hacking, not even a pushing foul, so play strong and take no prisoners! The controls are as follows:

D-BUTTON: Moves your player up and down the court. When any player is off-screen, his position is marked by an arrow with his player number and color, the height of the arrow showing where he is vertically on the court, and distance from the edge showing how far off-screen he is.

**OFF-SCREEN
INDICATOR
ARROWS**

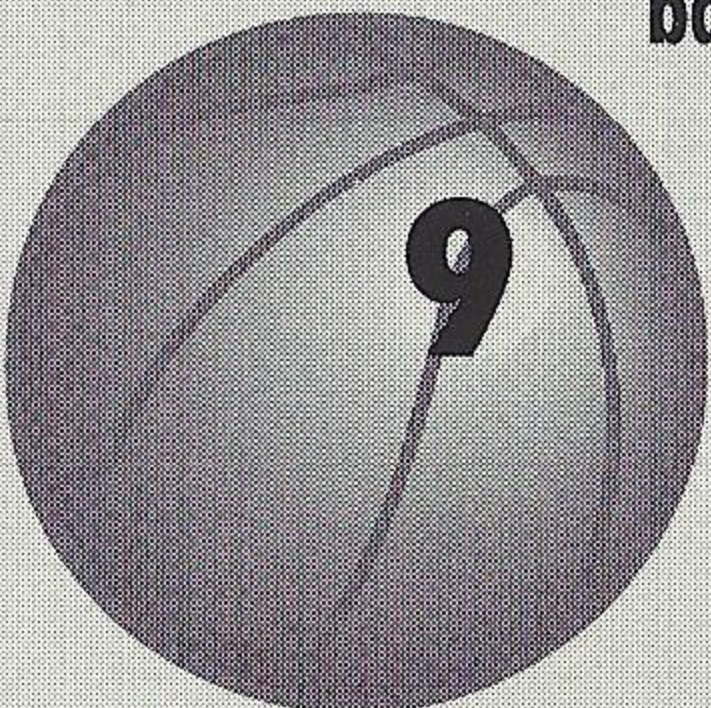


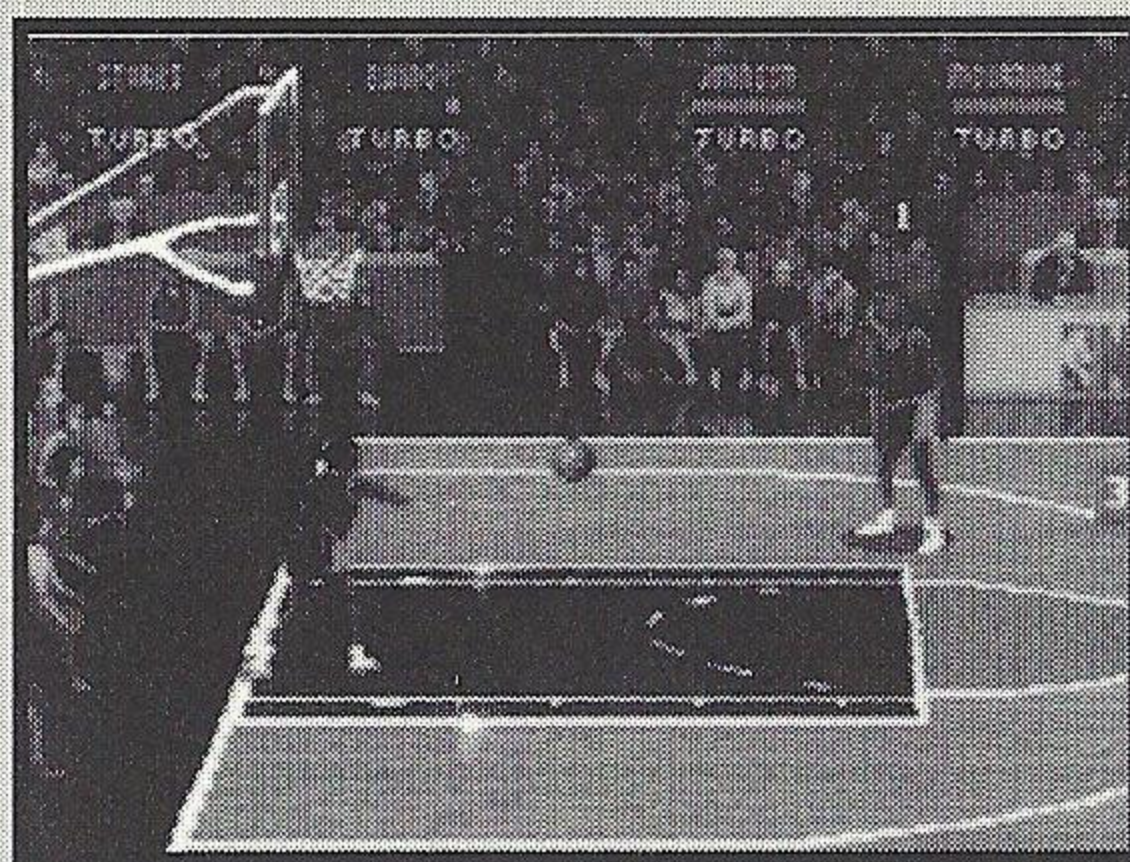


SHOOT/BLOCK: When your team has the ball, the **SHOOT** button will cause you (and on a one-human team, your computer teammate as well) to shoot for the basket. Your player releases the ball when you release the button. Releasing the ball at the apex of your leap gives your shot greater accuracy, but releasing it quickly or very slowly can often prevent a leaping defender from blocking or stealing the ball. Tapping **SHOOT** quickly executes a head-fake which may deke the defense out of its shoes, but it discontinues your dribble, so you must either pass or shoot the ball before you can move!



When your team does not have the ball, **SHOOT/BLOCK** causes your player to jump up for a block. Timing is crucial to denying the shot. Jump too early and the shooter can wait until you fall out of the way, jump too late and the shooter can shoot it over you! Many times your defender will get a piece of the ball without rejecting the shot completely. The ball will flash white whenever a defensive player makes contact with it.

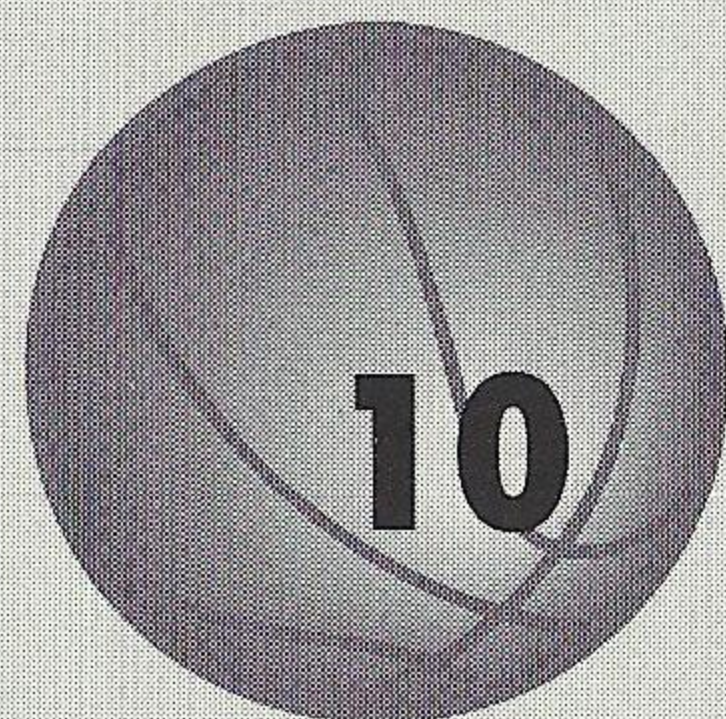




PASS/STEAL: When your team has the ball, the pass button will cause you (and on a one-human team, your computer teammate) to pass the ball to his teammate. But a passed ball is easily intercepted by a defender, so look before you pass!



When your team does not have the ball, tapping this button causes your player to swipe at the ball in the hopes of either stealing it or knocking it out of an opponent's hands.



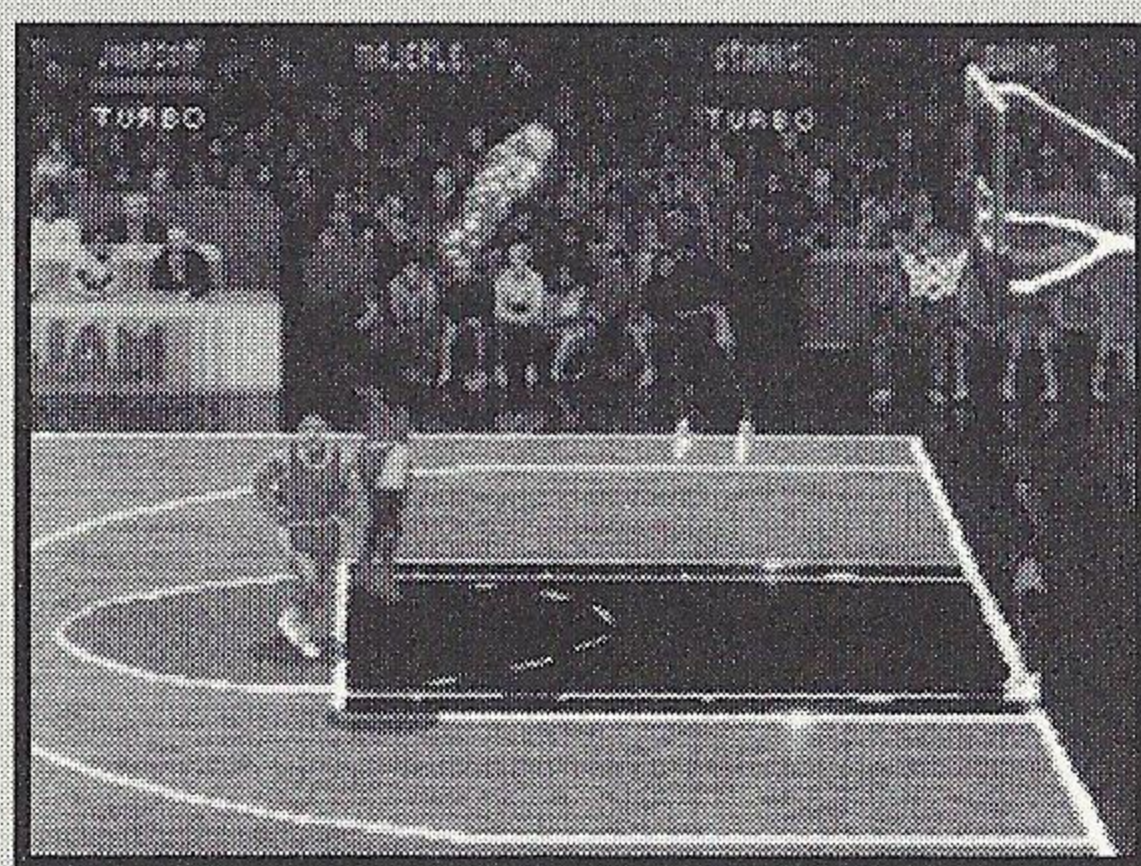
TURBO: TURBO causes your player to run faster than he normally would (determined by his attributes), whether on offense or defense, allowing you to blow by a defender, or to step around a pick and block a shot! Unfortunately, your player has only a limited amount of turbo power, indicated by the meter under your player's name.

TURBO METER



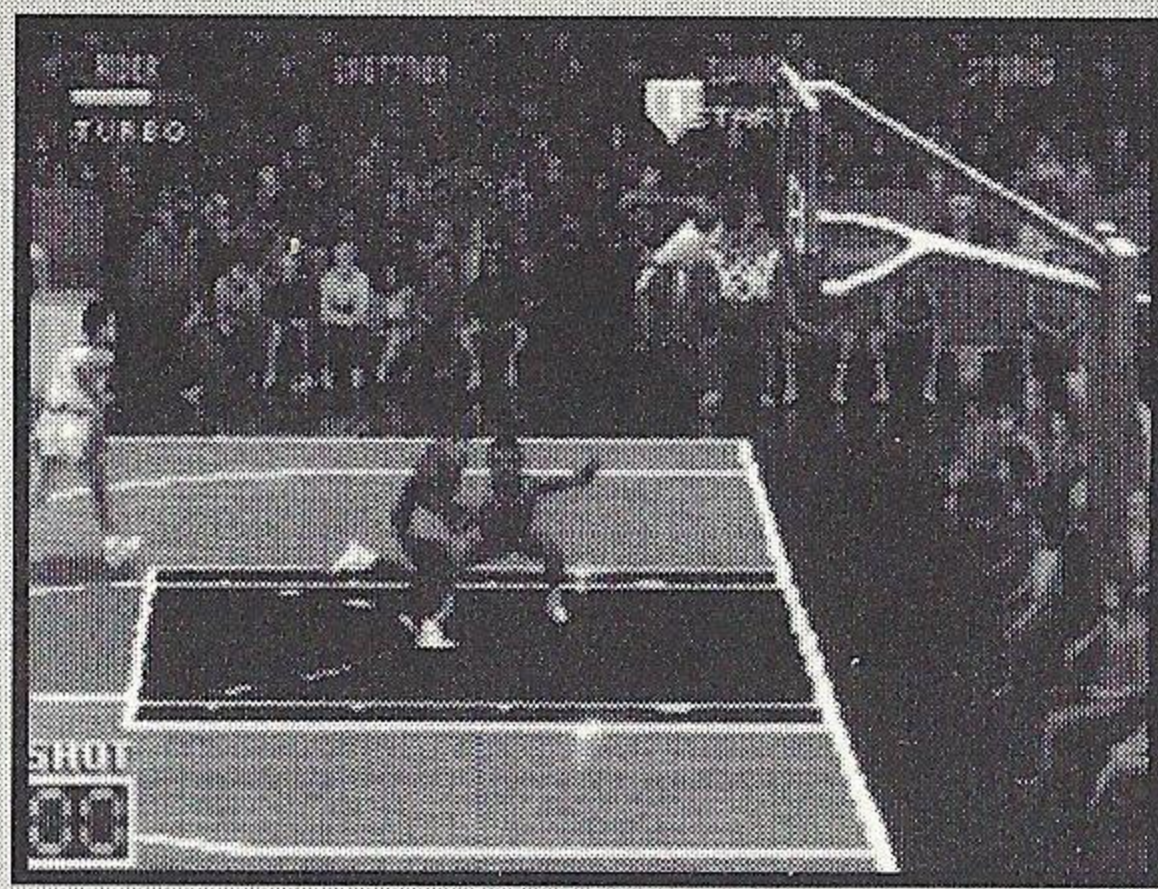
**PLAYER
USING TURBO**

As you use it, the meter runs down, but when you release TURBO, it begins to regenerate. A player using Turbo can be spotted by his colored shoes! When a player is "on fire," he has unlimited turbo until his fire is put out, but to use the turbo, the button must still be held!



Tapping TURBO several times quickly causes your player to grab and protect the ball, a move which can often knock defenders away and give you a clean shot at the basket.

11



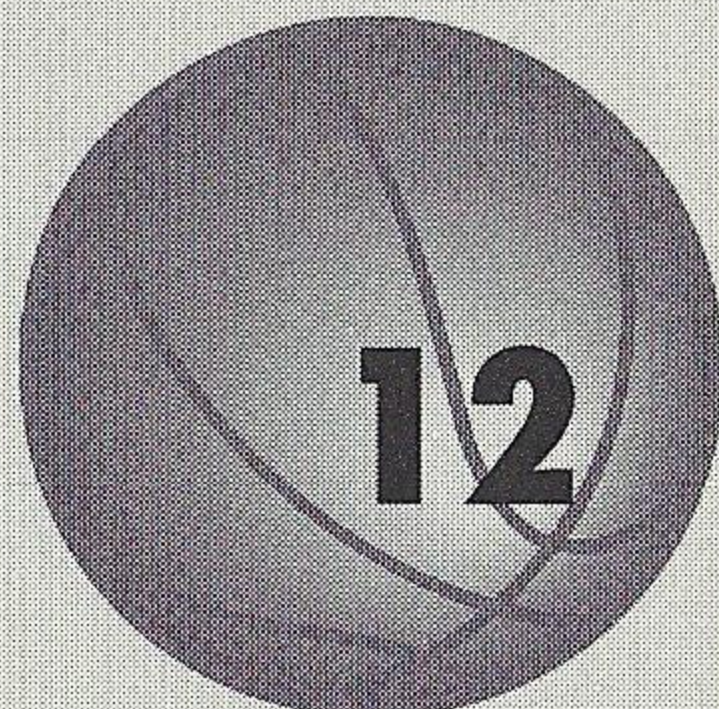
TURBO + SHOOT/BLOCK: When your player has the ball near the basket, pressing these two buttons causes you (and on a one-human team, your computer teammate) to go for the jam, slam-dunking the ball into the basket. There are many spectacular "Ultra-Jams" that can be executed, depending on a number of factors such as the players dunking ability and position. Your player will only jam if he is moving, however, so be sure to drive towards the hole if you want to slam!

When your team doesn't have the ball, pressing these two buttons makes your player go for a super block, jumping higher than he ordinarily would!

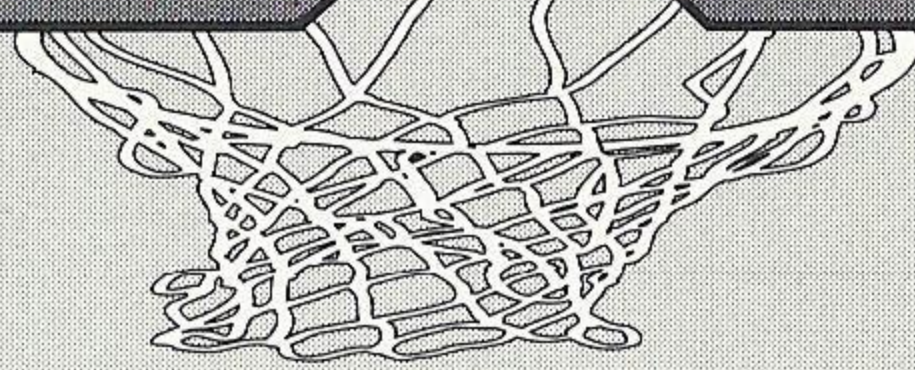
TURBO + PASS/STEAL: Pressing these buttons will cause the ball-handler to execute a much faster and safer pass than the PASS button by itself. Often these will take the form of behind-the-back or bounce passes.

Pressing these buttons when your player doesn't have the ball makes your player shove. When the shove connects, it knocks a player out of the way. Be careful, because you can knock down your teammate too! Defensively the shove is a useful tool for stealing the ball, bringing down rebounds, and stopping "easy jams!" Offensively the shove is a good way to clear an area so a teammate has a clear shot at the basket.

START: START pauses or resumes a game.



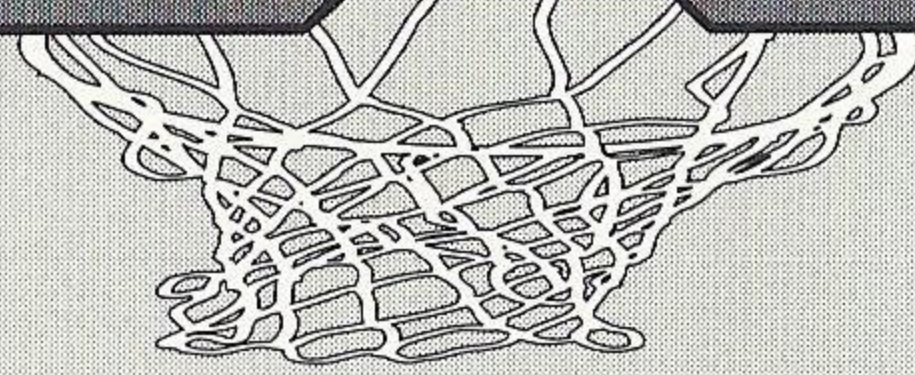
Offensive Controls



Player has possession of the ball:
(Default Buttons are in Parentheses)

	TAP BUTTON	HOLD BUTTON	PRESS + TURBO
SHOOT/ BLOCK (A- BUTTON)	Head Fake	Jump Shot	Dunk
PASS/ STEAL (C- BUTTON)	Pass	Pass	Super- pass
TURBO (B- BUTTON)	Protect The Ball	Run Faster	

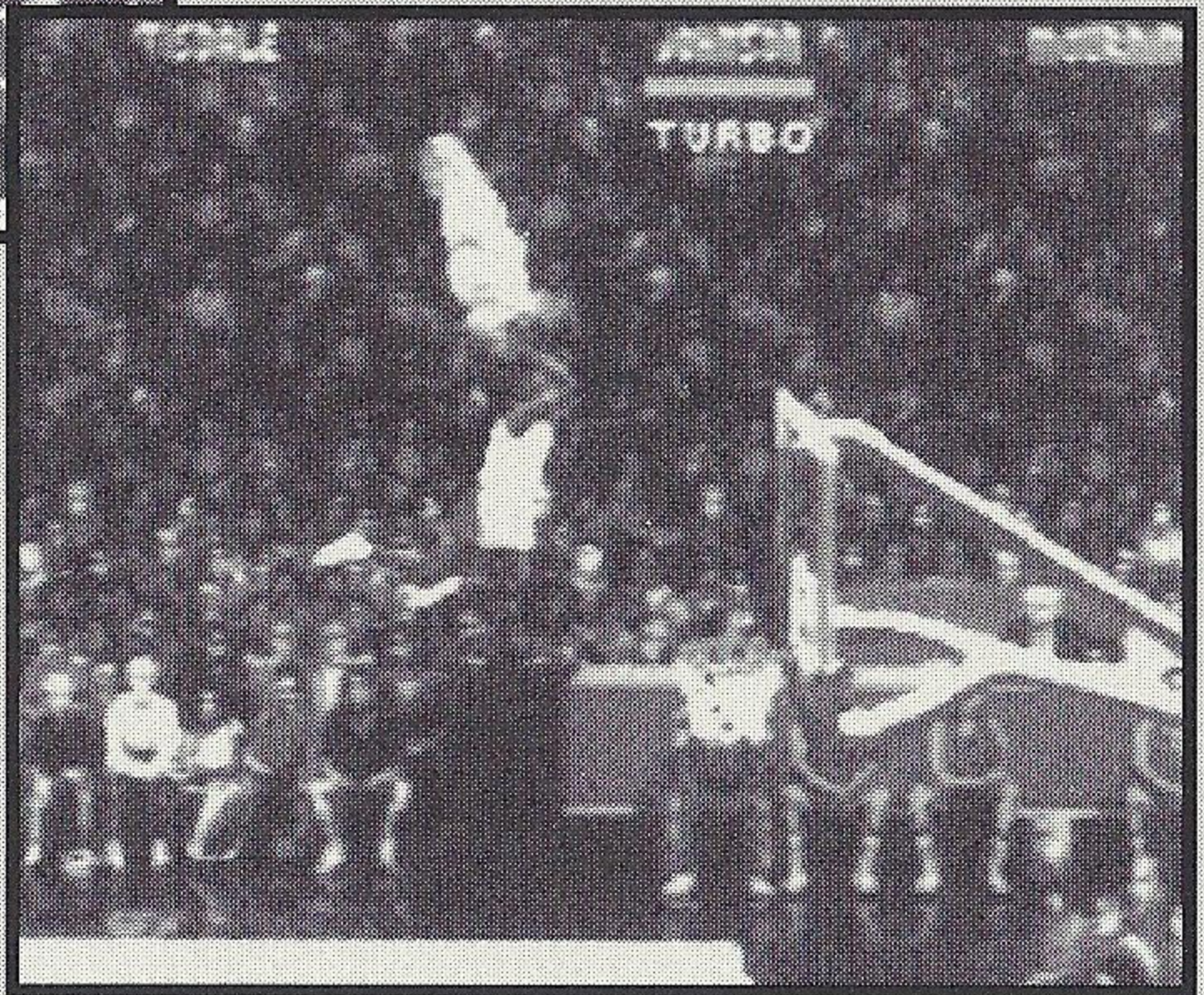
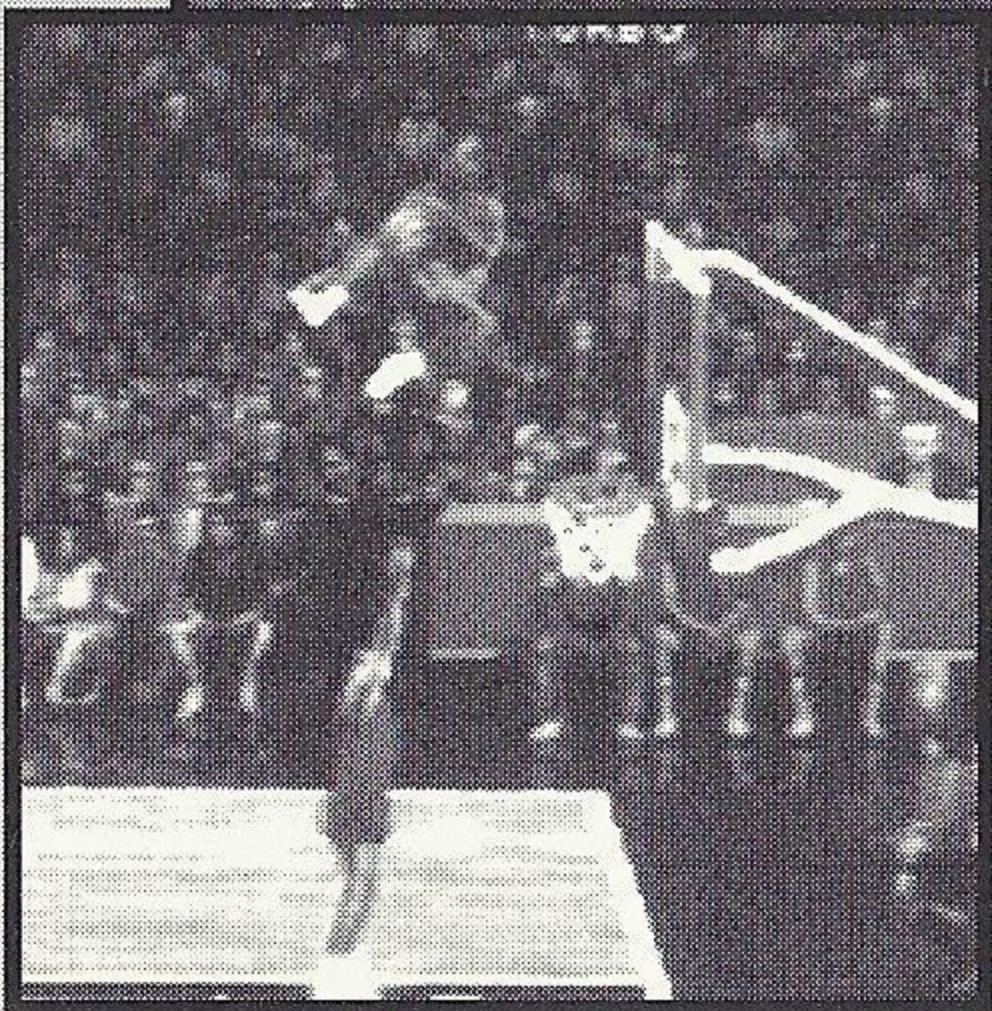
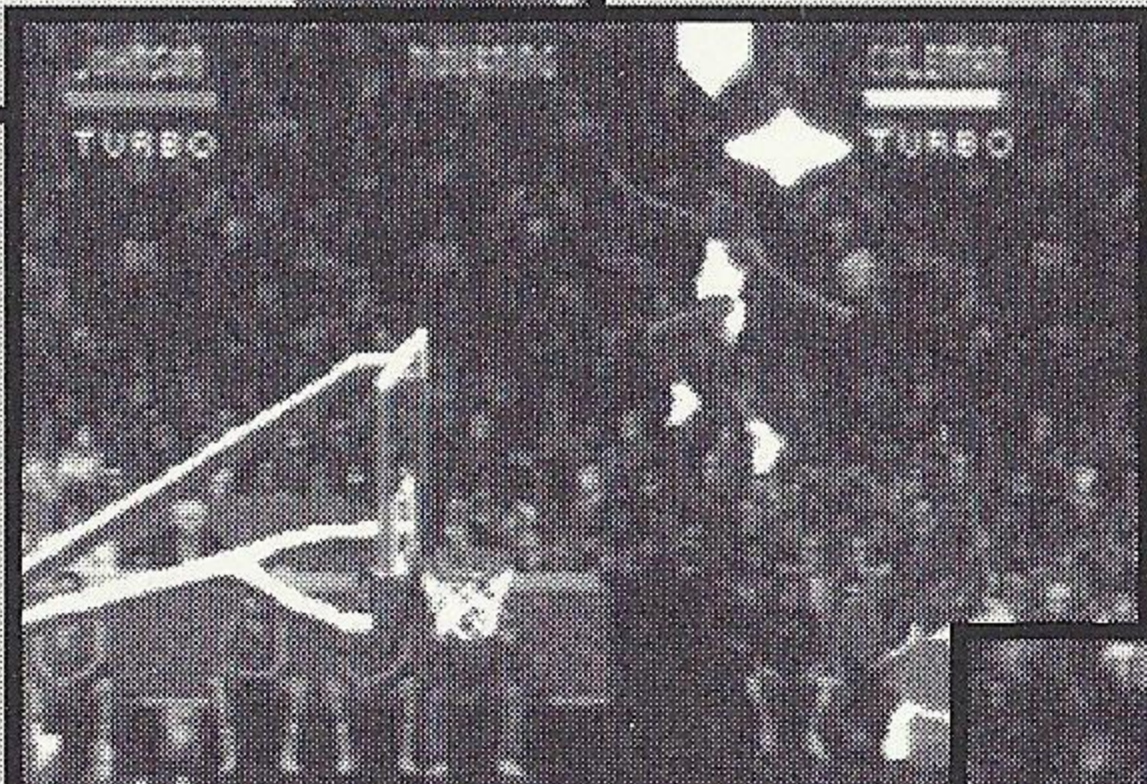
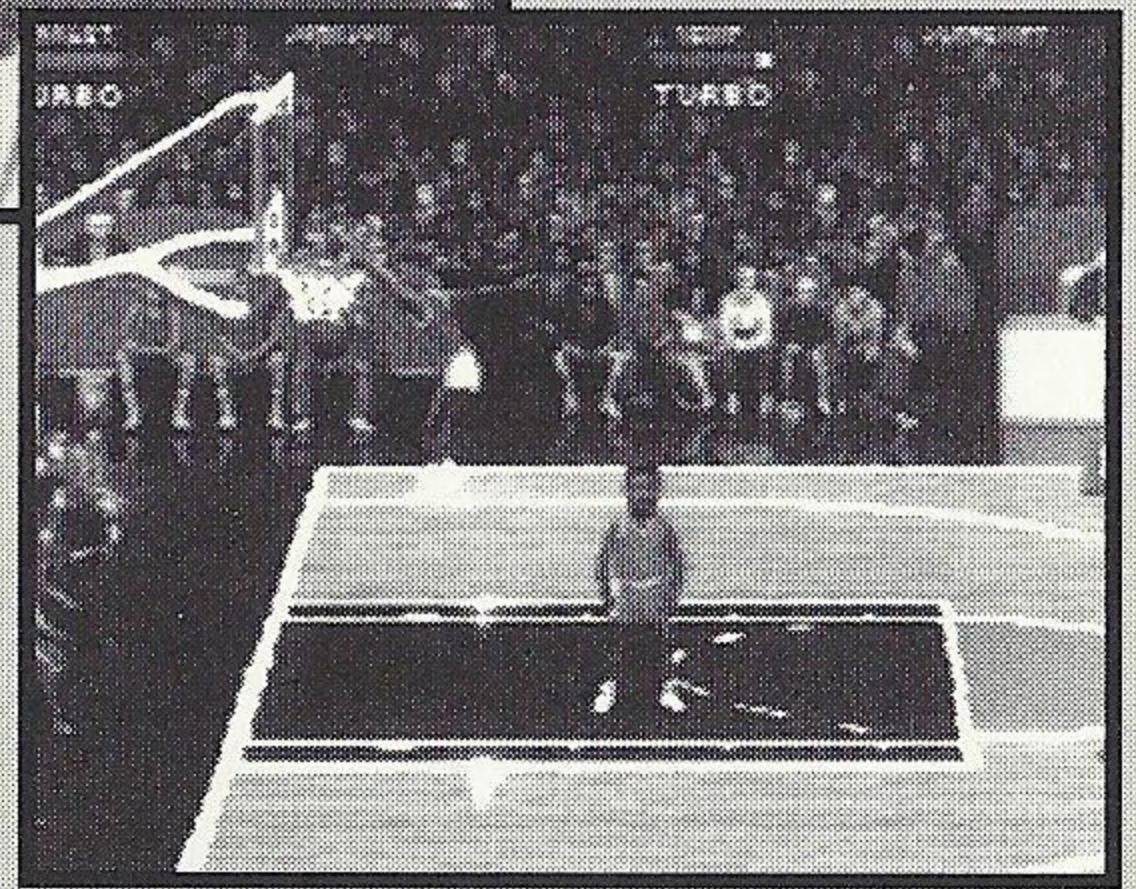
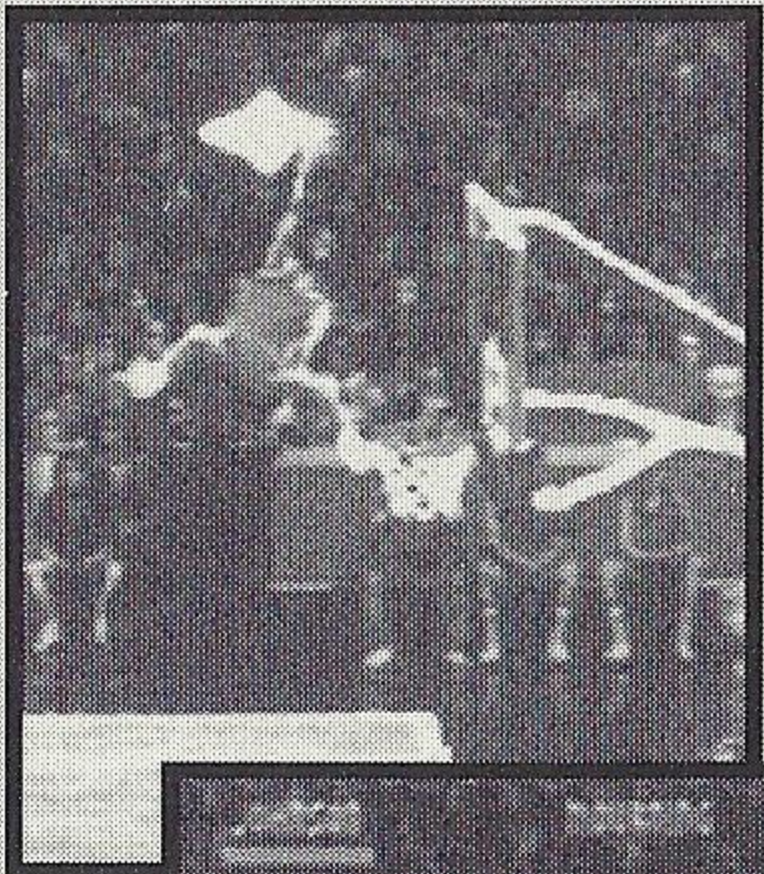
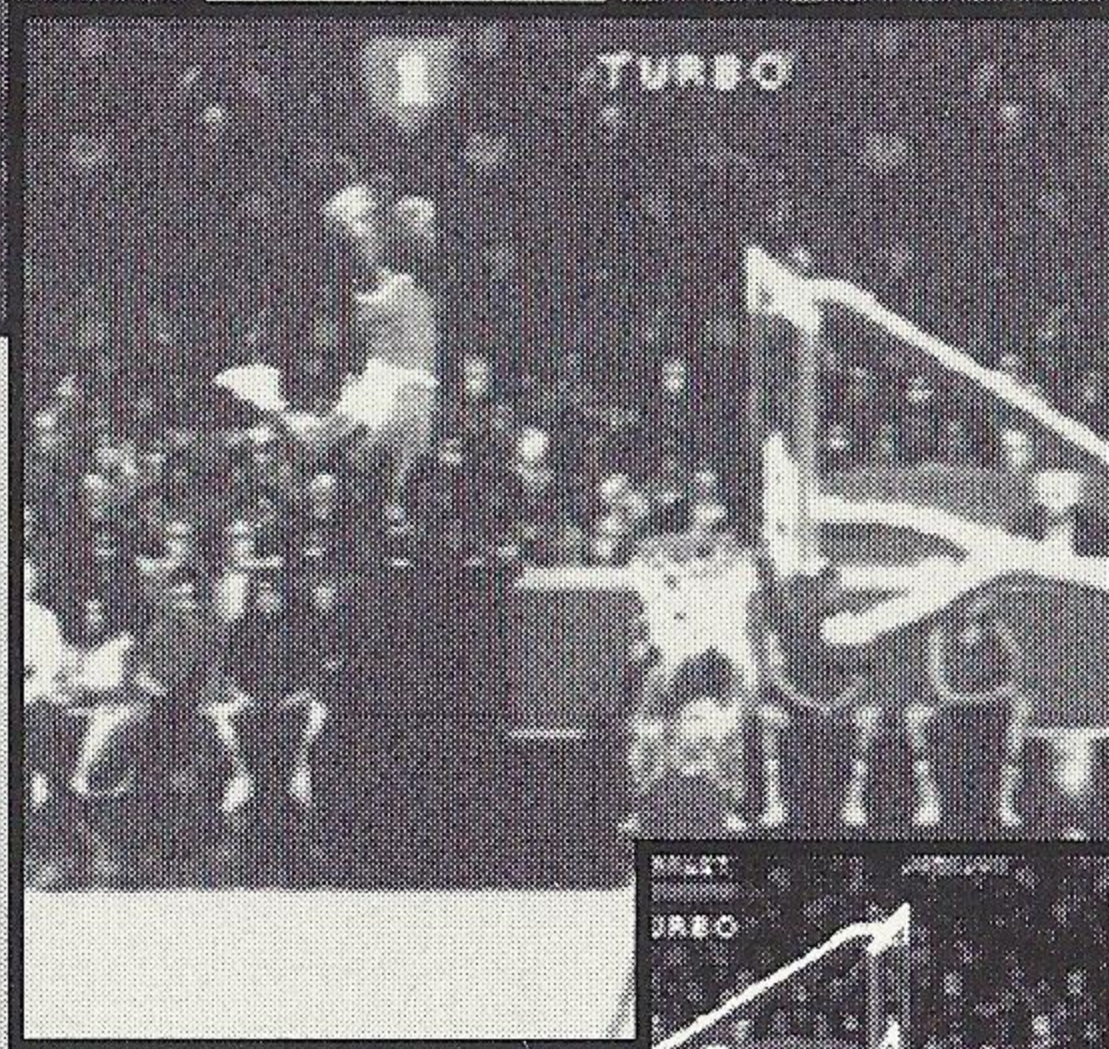
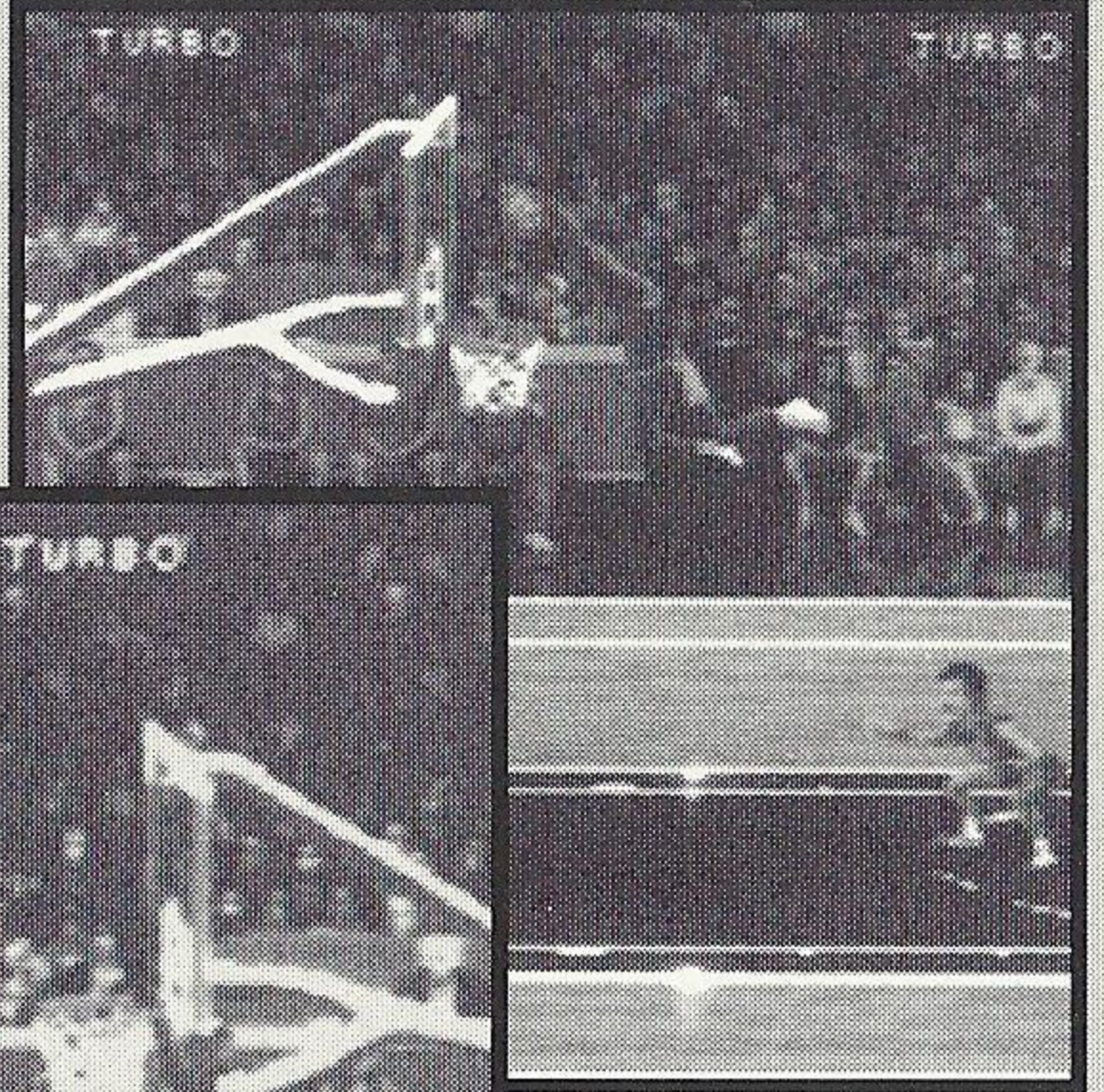
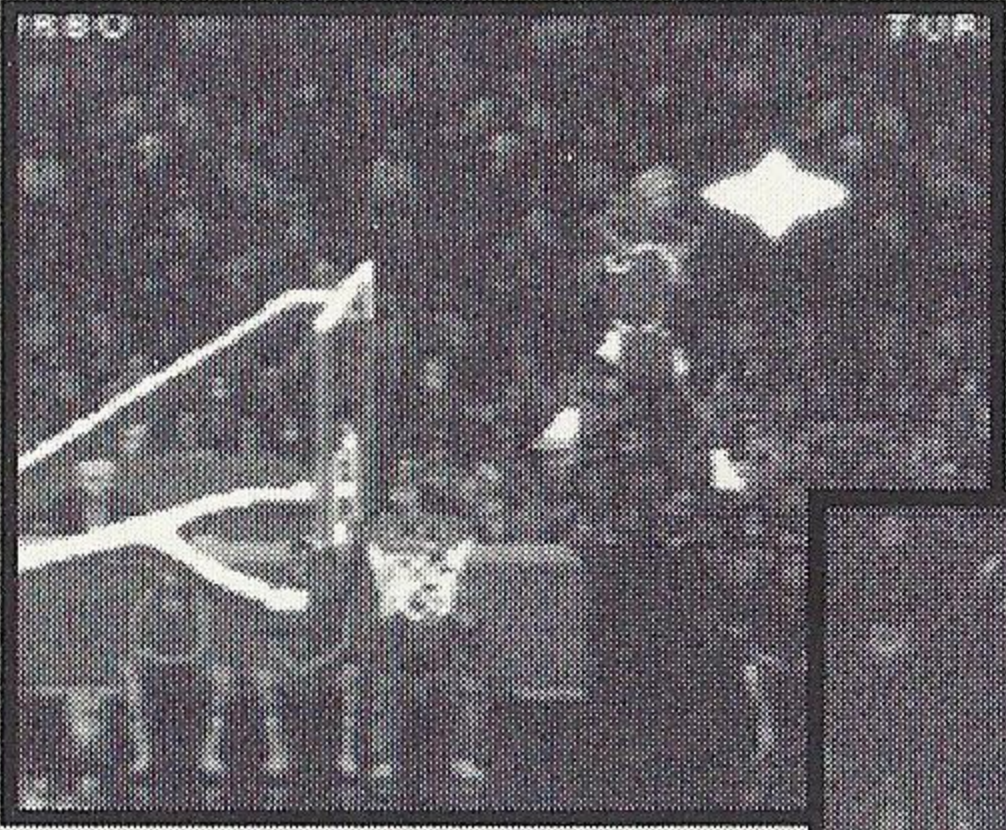
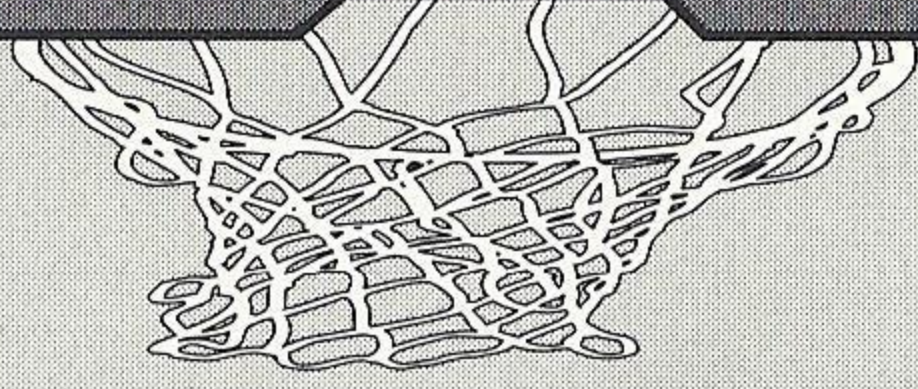
Defensive Controls



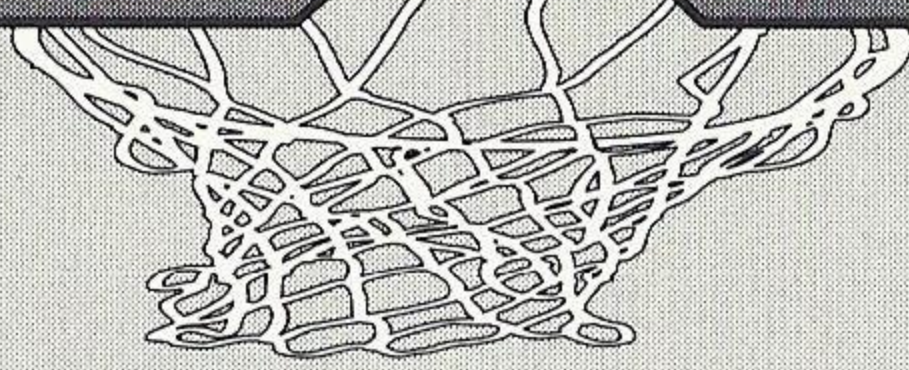
**Player does not have possession of the ball:
(Default Buttons are in Parentheses)**

	TAP BUTTON	HOLD BUTTON	PRESS + TURBO
SHOOT/ BLOCK (A- BUTTON)	Block	Block	Super- Block
PASS/ STEAL (C- BUTTON)	Steal	Steal	Shove
TURBO (B- BUTTON)		Run Faster	

JAMS



PLAYER ATTRIBUTES



DEON	SPEED	MILES
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF	_____

ENOCH	SPEED	STANC
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF	_____

SEWALL	SPEED	RICE
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF	_____

ANDERSON	SPEED	HADDOCK
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF	_____

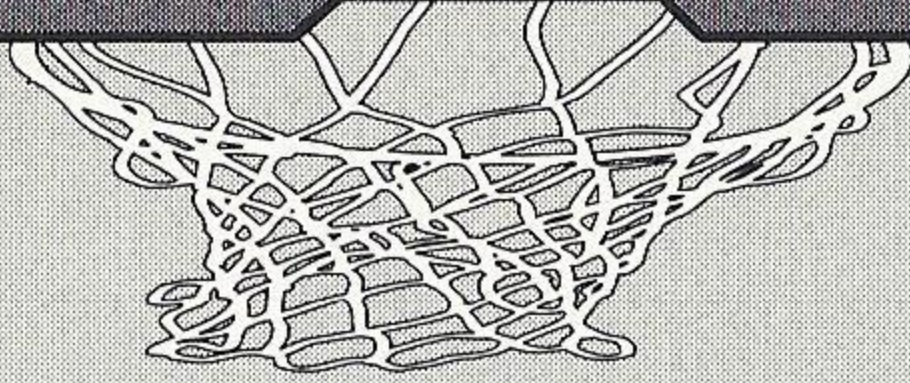
COLEMAN	SPEED	ANDERSON
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF	_____

WETHERSTON	SPEED	MALONE
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF	_____


DILOTTO	SPEED	CHENEY
_____	_____	_____
_____	3 PTRS	_____
_____	DUNKS	_____
_____	DEF	_____



EASTERN CONFERENCE ATLANTIC DIVISION




PLAYER ATTRIBUTES




EASTERN CONFERENCE CENTRAL DIVISION







	
BUCON	BLAYLOCK
SPEED	
3 PTRS	
DUNKS	
DEF	



		
PRICE	SPEED	DOUGHERTY
	3 PTRS	
	DUNKS	
	DEF	







	
JANSON	THORNDYK
SPEED	
3 PTRS	
DUNKS	
DEF	


		
MILLS	SPEED	DUMAS
	3 PTRS	
	DUNKS	
	DEF	






	
POPPER	SENSTONOG
SPEED	
3 PTRS	
DUNKS	
DEF	

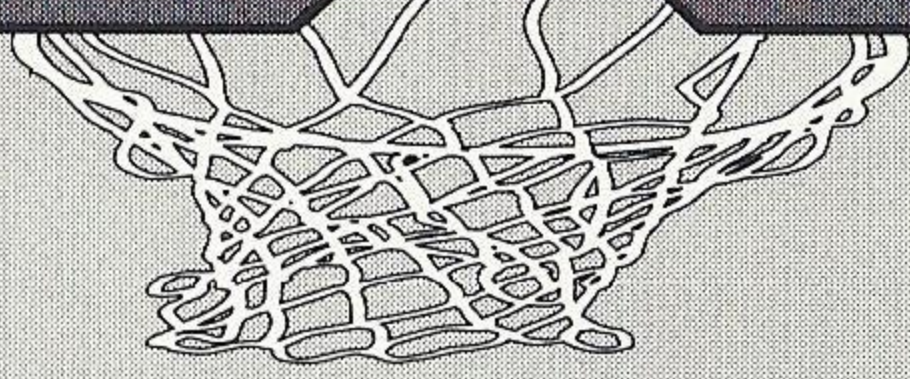


		
MILLER	SPEED	SMITS
	3 PTRS	
	DUNKS	
	DEF	



		
BAKER	SPEED	THORP
	3 PTRS	
	DUNKS	
	DEF	

PLAYER ATTRIBUTES



JACOB		MICHAEL
*****	SPEED	*****
*****	3 PTRS	*****
*****	DUNKS	*****
*****	DEF	*****

LAETTRIE		RIGER
*****	SPEED	*****
*****	3 PTRS	*****
*****	DUNKS	*****
*****	DEF	*****

DONTON		ADOL - RUF
*****	SPEED	*****
*****	3 PTRS	*****
*****	DUNKS	*****
*****	DEF	*****

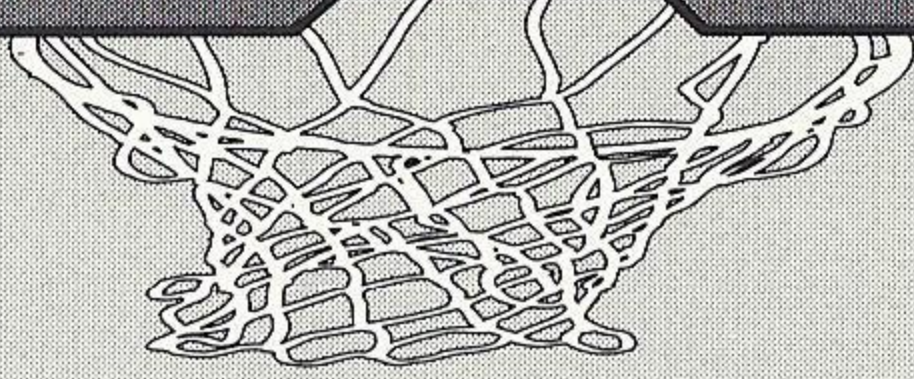
DORCH		PERCH
*****	SPEED	*****
*****	3 PTRS	*****
*****	DUNKS	*****
*****	DEF	*****

OLLIVER		TRISWELL
*****	SPEED	*****
*****	3 PTRS	*****
*****	DUNKS	*****
*****	DEF	*****

THALDE		STUCKER
*****	SPEED	*****
*****	3 PTRS	*****
*****	DUNKS	*****
*****	DEF	*****

WESTERN CONFERENCE MIDWEST DIVISION

PLAYER ATTRIBUTES



WESTERN CONFERENCE PACIFIC DIVISION

WEBER	CREWE
SPEED	
3 PTRS	
DUNKS	
DEF	

MULERLE	JOHNSON
SPEED	
3 PTRS	
DUNKS	
DEF	

DEMASON	HARPER
SPEED	
3 PTRS	
DUNKS	
DEF	

MYLES	ROBINSON
SPEED	
3 PTRS	
DUNKS	
DEF	

DINK	IM EGEL
SPEED	
3 PTRS	
DUNKS	
DEF	

KEMP	SCHREFF
SPEED	
3 PTRS	
DUNKS	
DEF	

TEMPLE	NORMAN
SPEED	
3 PTRS	
DUNKS	
DEF	

ACCLAIM LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the SEGA CD with respect to the receiver.
- Move the SEGA CD away from the receiver.
- Plug the SEGA CD into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

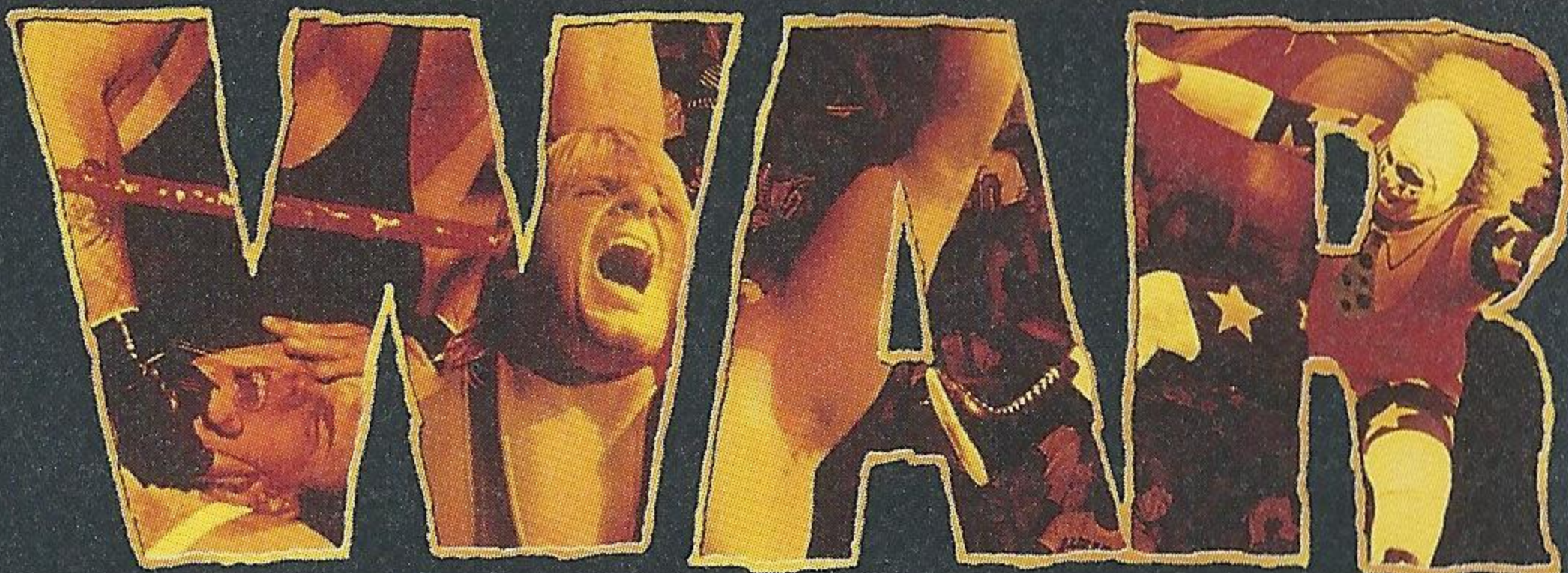
Repairs/Service after Expiration of Warranty- If your cartridge requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

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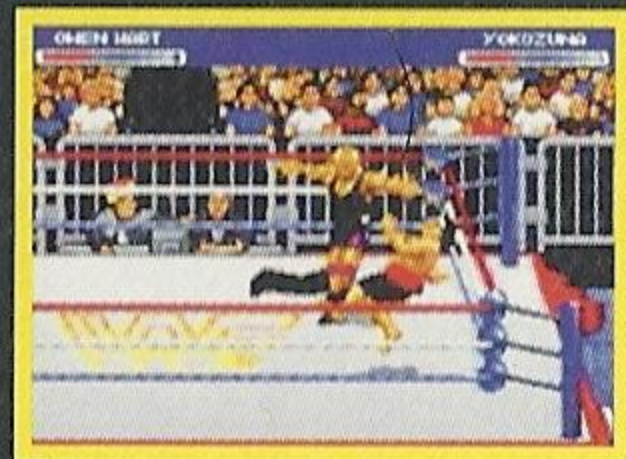
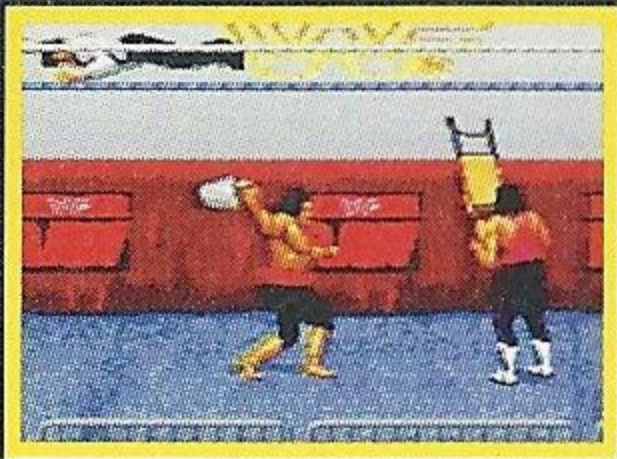
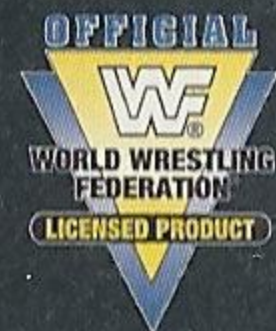
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