SEGA

SEGA GENESIS™

NBA
HANG TIME™

INSTRUCTION MANUAL

OFFICIAL
SEGA
SEAL OF
QUALITY
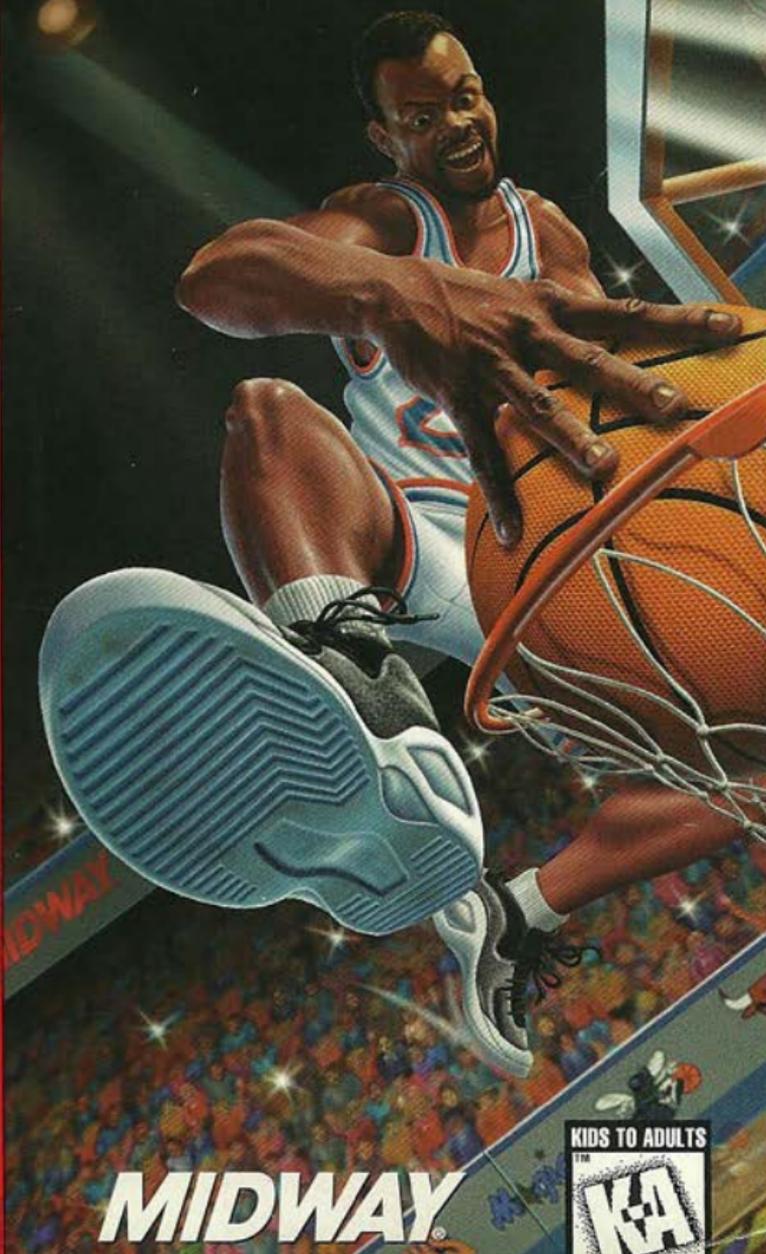
MIDWAY®

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

KIDS TO ADULTS

K·A™

CONTENT RATED BY
ESRB

WARNING

EPILEPSY 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 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 TV'S:

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.

ESRB RATING

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.

MIDWAY CUSTOMER SUPPORT:
(903) 874 - 5092
Monday - Friday 10:00AM - 6:30PM
Saturday 10:00AM - 5:00PM
CENTRAL TIME

OFFICIAL
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SEAL OF
QUALITY

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 GENESIS™ SYSTEM.

TABLE OF CONTENTS

CREDITS

MIDWAY GAMES TEAM

Design Team

Lead Programmer	Mark Turmell
Programmers	Dan Thompson, Jeff Johnson
Lead Artist	Sal Divita
Artists	Eugene Geer, John Carlton, Jennifer Hedrick

Additional Design

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Pat Fitzgerald	John Root
Marty Martinez	Carlos Pesina
Nick Ehrlich	

Sound and Music

Lead Sound/Music	John Hey
Music	Kevin QUINN
Announcer	Neil Funk

MIDWAY HOME ENTERTAINMENT TEAM

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Assistant Producer	John Stookey
Creative Services	Debbie Austin, Jon Mongelluzzo, Shawn Murphy, Dave Young
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FUNCOM HOME DESIGN TEAM

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Lead Graphic Artist	Colin Mcmahon
Music & SFX Adaption	Jeroen Tel/Maniacs of Noise
Tools Programmer	Andre Johansen
Graphic Artists	Tommy Svensson Glen Kristofferson Tore Blystad
Additional Code Research	Henrik Holmdahl
Producer	Christian Lassem
Project Manager	Nils Hatlem

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GETTING STARTED

Cartridge Slot

Power Button

Controller Ports

1. Make sure the power switch is OFF and there is no game cartridge in your Sega Genesis System.

**2.** Insert the game cartridge firmly in the cartridge slot on the Sega Genesis System and turn the system on.

HANDLING YOUR SEGA GENESIS CARTRIDGE

✗ This cartridge is intended exclusively for the Sega™Genesis™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 cartridge.

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CONTROLS

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

Directional Pad (D-Pad)

Start Button

C Button
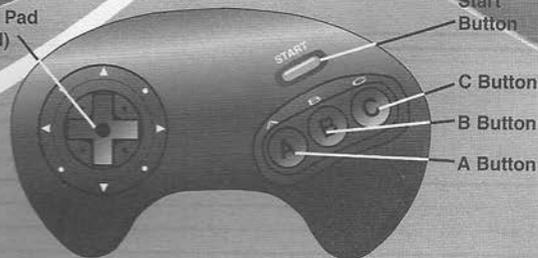
B Button

A Button

Defaults:

Pause	**START Button**

OFFENSE:

Turbo	**A Button**
Shoot	**B Button**
Pass	**C Button**

DEFENSE:

Block/Rebound	**B Button**
Jump High	**A + B Button**
Steal	**C Button**
Hard Contact	**A + C Button**

SPECIAL MOVES

Spin Move: Quickly tap the **Turbo Button** as you dribble

Ally Oop: Pass the ball when a teammate flashes brightly in the air toward the hoop

Double Dunk: As you or a teammate jumps toward the net with the ball, the player with the ball passes to the teammate jumping toward the net behind him.

NUMBER OF PLAYERS

NBA HangTime supports up to 4 players with a multi-player control adapter plugged into your Sega Genesis console. At anytime before or during a game, players can begin or join a game in progress automatically by picking up a controller and pressing a button.

If you're using a 4 Way Play™ adapter with one or more 6 Button controllers, they must set to 3 Button controller mode. To do so, hold down the mode button on every 6 Button controller, turn on the Sega Genesis and release the button when the first screen appears.

CHOOSE OPTION

CREATE PLAYER   START GAME   OPTION SCREEN
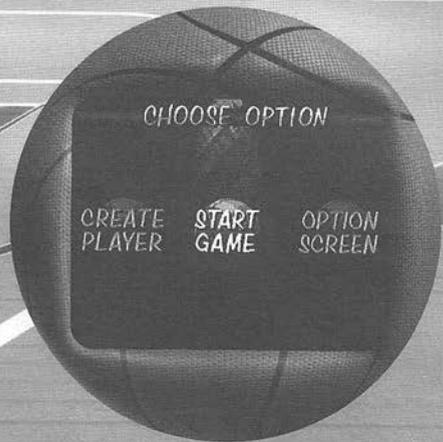
At the Title Screen, press **START** to view the Main Menu. Press the **D-Pad Left** or **Right** to highlight an option, then press the **A Button** to select one of these three options:

Start Game

This option lets you get right to the game. Select from these two options before you get started:

Enter Name

This option first takes you to the Player Setup Screen. Up to 4 players can press the **D-Pad Left** or **Right** to select a one of two player positions, then press **START** to go to the Enter Name Screen.

At the Enter Name Screen, enter a name and pin number prior to each game.

This allows the game to accumulate your personal stats each time you enter your name and play a game.

If you've created a player character, enter the name you chose when you created your player (see **Create Player**, pg. 9). The game will make that character available at the Select Team Screen (see **Selecting Your Team**, pg. 14). To enter your name:

1   Press your **D-Pad Up**, **Down**, **Left** or **Right** to highlight characters, then press the **A Button** to select.

2   Repeat step **1** until up to six characters have been entered. Select **SPC** (space) to separate letters or **DEL** (delete) to fix mistakes.

3   Select **END** to enter the name. You'll go to the Enter Pin option.

4   Repeat the above process to select a personal pin number for your name. If you've entered a created player's name at the Enter Name Screen, enter the pin number you chose for that player. His or her name will appear at the Select Team Screen (see **Selecting Your Team**, pg. 14).

Select Team

Select this option to go directly to the Select Team Screen. You can select the team you want, then get right on the court quick and easy (see **Selecting Your Team**, pg. 14).

Just like the arcade game, this option lets you create your own character, and take on the NBA's best players. You can also modify a previously created player. Prior to any game you play, you can enter your created player's name and pin number. The new character will then be available at the Team Select Screen (see **Selecting Your Team**, pg. 14).

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

Enter Name/Pin

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

1   Press your **D-Pad Up**, **Down**, **Left** or **Right** to highlight characters, then press the **A Button** to select.

2   Repeat step **1** until up to six characters have been entered. Select **SPC** (space) to separate letters or **DEL** (delete) to fix mistakes.
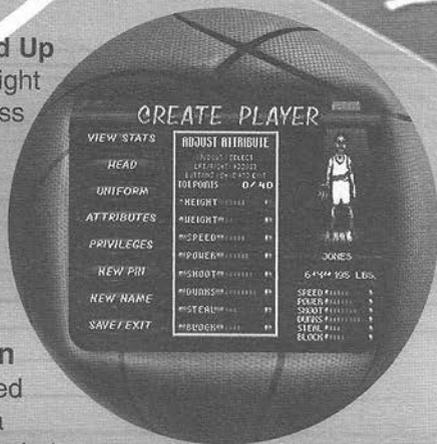
3   Select **END** to accept. You'll go to the Enter Pin option.

4   Repeat steps 1 and 2 in the above process to select a personal pin number for character. When you've finished, the View Stats Screen option illuminates.

• View Stats

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

• Head

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

• Uniform

Press your **D-Pad Up** or **Down** to highlight the uniform colors you like. Press **D-Pad Left** or **Right** to cycle through NBA home and away colors. When you've finished, press any button to select your uniform and exit the option.

Note: Custom uniform colors cannot be changed.

- **Attributes** - Press your **D-Pad Up** or **Down** to highlight the attribute you want to modify. Press **D-Pad Left** or **Right** to increase or reduce the amount of skill points for a particular attribute. Your total points available are displayed above the attributes. When you make changes, these points diminish or decrease. To make points available for an attribute you want to increase, you must reduce points in other attributes and transfer them.

```
ADJUST ATTRIBUTE
UP/DOWN : SELECT
LEFT/RIGHT-ADJUST
BUTTONS 1-5 ARE AND EXIT
TOLPOINTS      0/40
 HEIGHT                 0
 WEIGHT                 0
 SPEED                  0
 POWER                  0
 SHOOT                  0
 DUNKS                  0
 STEAL                  0
 BLOCK                  0
```
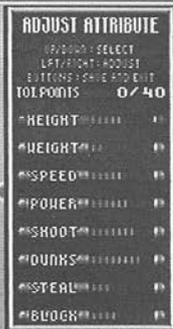
As you make changes, your attributes will change in the window below your player's likeness. When you've finished, press any button to exit the option.

Note: Players created to be very tall do not appear larger during the game, but they will still play with the advantages taller players have.

- **Privileges** - You can select 2 of the 5 available privileges for your new player. Press your **D-Pad Up** or **Down** to highlight the privilege you want to select. Press **D-Pad Left** or **Right** to select. Here your choices:

No Tag Arrow

This option removes the possession arrow above your created player's head during the game. Your opponent's eyes will have a harder time locating your player on and off screen.

Stealth Turbo

Select this option to remove the turbo gauge from the top of the screen as you play a game. Also, your player's shoes will not change color. Your opponent won't have the advantage of knowing how much turbo you have remaining.

Hide Attributes

If you choose this option, your opponent won't be able to see your distribution of attribute points at the Select Team Screen (see **Selecting Your Team**, pg. 14).

Super Rebound

Players with this option selected have a greater chance of getting loose balls, offensive rebounds and defensive rebounds.

Smarter Drone

If your teammate is controlled by the CPU, this option will make him smarter and play better than the average drone. You need to accumulate 62 attribute points before you may select this privilege.

- **New Pin** - You can change your player's pin number (see **Enter Name Pin**, pg. 8).

- **New Name** - Change your player's name using this option (see **Enter /Name Pin**, pg. 8).

- **Save/Exit** - Select this option to save your modifications. Select **YES** to confirm and exit or **NO** to return to the Create Player options.

Make modifications to your game's default configuration. Press your **D-Pad Up** or **Down** to move the basketball next to the option you want to change, then **D-Pad Left** or **Right** to toggle the options. Here are the options:

- **Computer Assistance**

When this setting is ON, a CPU controlled team will always keep the games competitive. If you achieve a large lead against the CPU, they'll step up their intensity to close the gap.

```
        OPTIONS SCREEN

* COMPUTER ASSISTANCE ON
  CLOCK SPEED        2
  DIFFICULTY         2
  JOYPAD       B>SHOOT, C>PASS, A>TURBO
  MUSIC              ON
  SOUND              ON
  SOUND TEST         1
```

- **Clock Speed** - You can adjust the speed of the games with this option. The default setting is **3**. Select a setting higher to speed up the quarters, or lower the setting for a slower clock.
- **Difficulty** - Set the difficulty setting for the CPU players to meet your skill level. The game's default setting is **2**.
- **Joypad** - Select from 5 different button configurations. It's best to make changes to this option before your fingers get used to the default configuration.
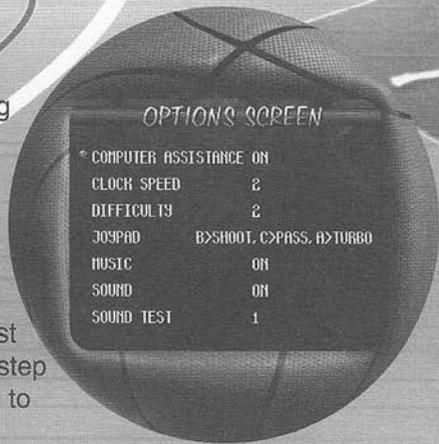
- **Music** - Turn the background music ON or OFF.
- **Sound** - Turn all sounds in the game ON or OFF.
- **Sound Test** - Toggle the numbers in this option, then press the **A Button** to hear the various sound bytes and songs included in the game.

SELECTING YOUR TEAM

The Select Team Screen displays the players and teams available in the game. Press your **D-Pad Up** or **Down** to move the team you want over the red or blue center line in the selection window. Press **D-Pad Left** or **Right** to select one of the 20 available 2-man squads for the team you chose.
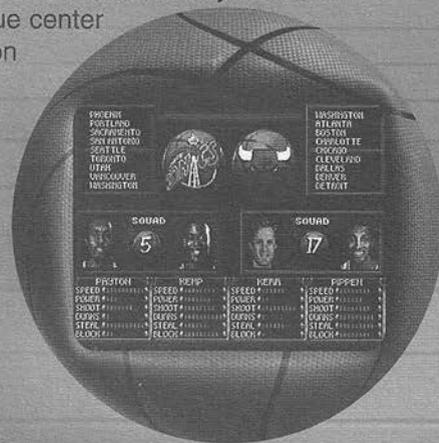
SELECTING YOUR TEAM

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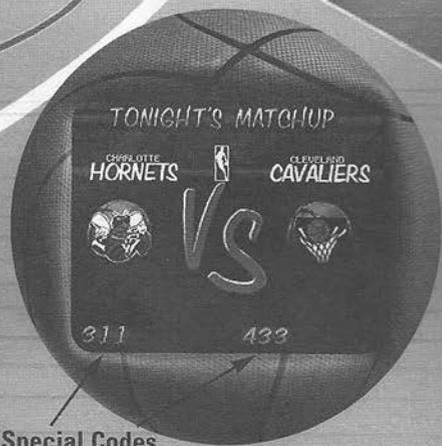
Special Codes

The MatchUp Screen displays the names and logos of the two competing teams. At the bottom left portion of the screen, there is a three digit area to enter special codes just like the arcade game. You can enter codes by pressing your **D-Pad Left** or **Right**, then press the **A**, **B** or **C Button** at the same time.

These codes can be found in magazines, strategy guides, the internet or just by playing around with them yourself!

ON THE COURT

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

Turbo Meters
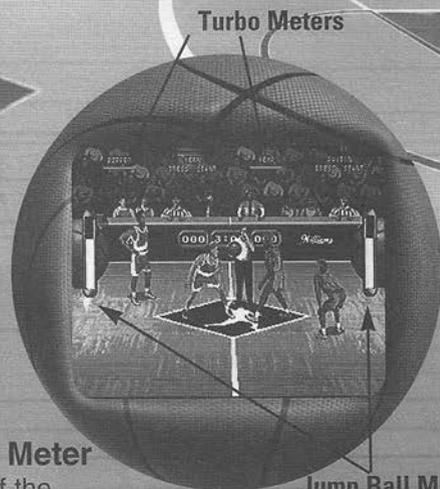
Jump Ball Meters

Jump Ball Meter
At the start of the game, you're player is at center court for the jump ball. The gauges on the right and left display the jump power for each of the two players in the circle. To have a better chance to win the jump, quickly tap on your **Turbo** and **Jump Button** to boost the power and height of your jump.

Turbo Meter
The top of the screen displays a green Turbo Meter under the names of the four players on the court. As you use your turbo, the green bar diminishes until it's gone. It recharges automatically when you aren't using it.

Score Table

At center court, the Score Table displays the score of the game and the Time remaining. The time and score of the game is also displayed after every score. When the clock is under one minute, it's displayed on-screen until time expires.

Tag Arrows (2 and 3)

Shot Clock

Shot Clock

When you gain possession of the ball, you have 24 seconds to release the ball from your hands toward the hoop. When the shot clock counts down to 10 seconds, it will appear in the lower left portion of the screen to let you know. If you don't shoot in time, the words "SHOT CLOCK VIOLATION" will appear, and possession of the ball will be given to the other team.

Tag Arrow

Above each player's head is a numbered arrow displaying a 1, 2, 3 or 4. The number lets players 1 through 4 know what player they are controlling on the court. When a player is off-screen, the arrow moves to the side of the screen, pointing to the location of your player.
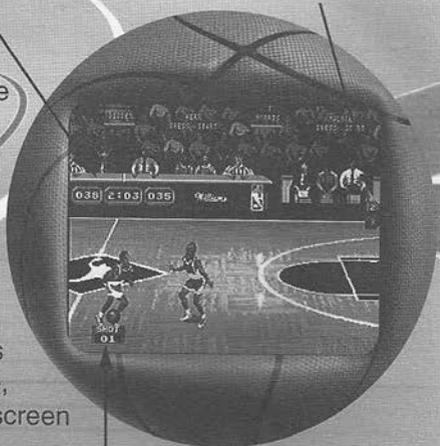
This is the fun stuff. To learn the cool moves in *NBA HangTime*, read through the following information:

Dribbling

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

Shooting

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

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

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

Passing

This isn't always such an easy skill. Make sure your man is open when you pass, and don't be a ball hog. It's much harder to take the ball away from two players working as a team. You can press the **Pass Button** as you go to the hoop to dish off to your teammate or to escape opponents in-your-face at the hoop. Skilled Point Guards pass more creatively than Big Men or Forwards.

Rebounding

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

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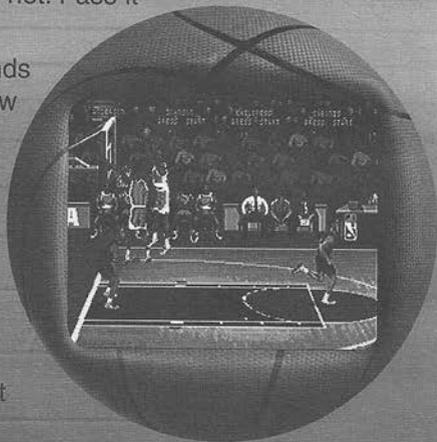
Blocking Shots

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

Head Fake

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

Protecting the Ball

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

Hard Contact

Here's a move that will help you start a run. Press the **Turbo** and **Pass Button** to knock your opponent on his butt. The ball may or may not come loose, but it's a good opportunity to create a turnover.

The Alley Oop!

Yes, the most exciting part of the game! Dazzle your friends with this one. As you go hard into your net, watch for your teammate flying toward it. When he jumps high and <u>flashes</u> in the air, press the **Pass Button** to dish the ball off. If all goes well, he'll slam it home!
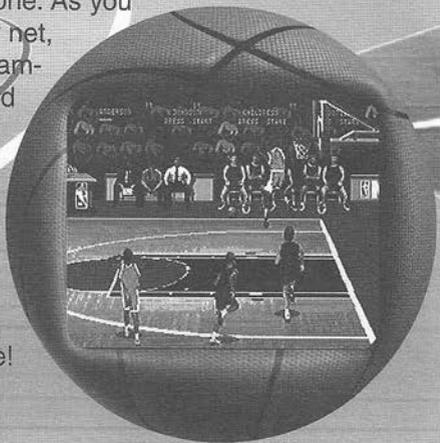
On Fire!

A player that sinks three hoops in a row becomes *On Fire*. He'll smoke as he moves down the court with the ball. When he shoots the ball, he has a much greater chance of making any shot he throws. Take full advantage of a teammate who's *On Fire*. It's no time to be a ball hog. To extinguish a player who's *On Fire*, the opposing team need only make one basket. When a team of players do three Alley Oops or Double Dunks in a row, you achieve *Team Fire*. At this point, both players are on fire for a period of time. Take your opponents to town and start a run. To stop *Team Fire*, the opposing team must complete an Alley Oop or Double Dunk.

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If a player or Team is On Fire at the end of a quarter, they will still be On Fire to start the next quarter.

TIP: A player's attributes will tell you what move he is best able to perform. A good shooter will make more 3-pointers, a power player will get more rebounds and be harder to clear out and a dunker will do higher, more exciting dunks. Remember this when you select a player (see **Selecting Your Team**, pg. 14).

The Double Dunk

Oh...wait...*this* is the most exciting part of the game! Teammates can both jump high and drive hard to the hoop, then the ball carrier must press the **Pass Button** to dish off to the teammate behind him. Repeat this move, then leave your opponents guessing if you'll pass or not. Either way, you should be able to score. The player without the ball must press the **Turbo** and **Shoot Button** to jump high toward the net, behind the teammate carrying the ball.

21
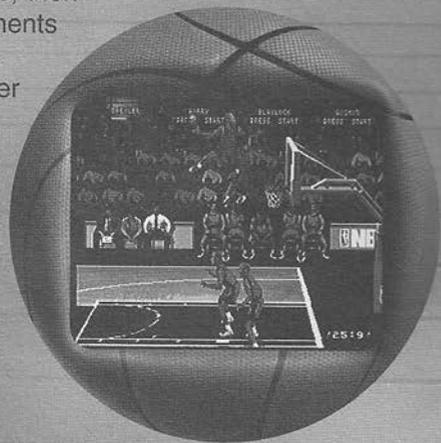
At half time, you have the opportunity to substitute one or both players. You won't be able to change teams, so you'll have to select different players from the team you chose prior to the game. At Substitution Screen, press you **D-Pad Left** or **Right** to cycle through the available players, then press **START** to return to the floor.
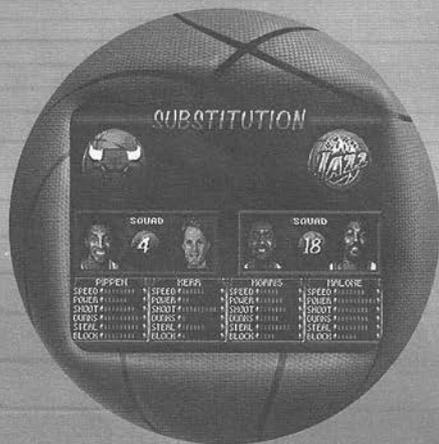
At Half-time, the Half-time Stats Screen will appear with current game stats for all four players in the game. The leading player's mug shot will flash. If a player is On Fire at the end of a half, his stat window will have fire in it.

At the end of the game, the End Game Stats Screen will appear. Like the Halftime Stats Screen, the Player of the Game will flash. Following the End Game Stats Screen, the Scoring Breakdown Screen appears. It displays the breakdown of both team's point totals for each quarter.
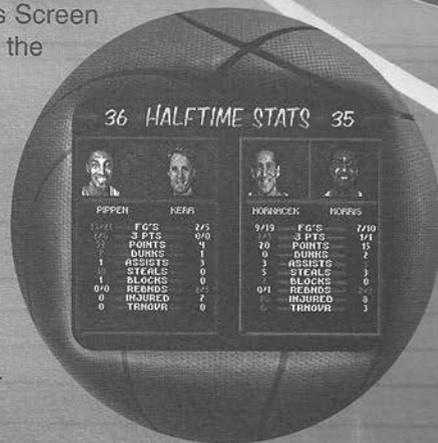
COACHING TIPS

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


```
COACHING TIPS

PLAYER ATTRIBUTES

FOR MAXIMUM SUCCESS, PAY ATTENTION
TO YOUR PLAYER'S STRENGTHS AND
WEAKNESSES.   PLAY BIG GUYS NEAR THE
HOOP, AND SMALL GUYS OUTSIDE.

BIG GUYS ARE POOR 3 POINT SHOOTERS!
```
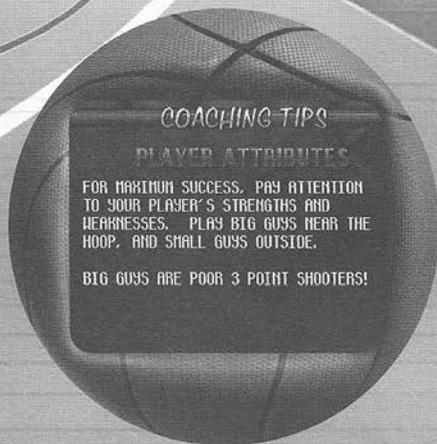
HIGH SCORES

High scores are automatically entered into the memory when you finish a game. If you played well enough, the name you entered prior to the game will appear on the High Scores. The high scores will be displayed in the demo mode following a game. Press the **A Button** to cycle through them, or the **Start Button** to return to the Choose Option Screen.

WARRANTY

MIDWAY CUSTOMER SUPPORT:
(903) 874 - 5092
Monday - Friday 10:00AM - 6:30PM
Saturday 10:00AM - 5:00PM
CENTRAL TIME

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