

EASNTM

P R E S E N T S



T E A M



ELECTRONIC ARTS[®]

BY
ELECTRONIC
ARTS[®]



Licensed by Sega Enterprises Ltd.
for play on the SEGA[™] GENESIS[™] SYSTEM



Team USA Basketball™

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.

STARTING THE GAME

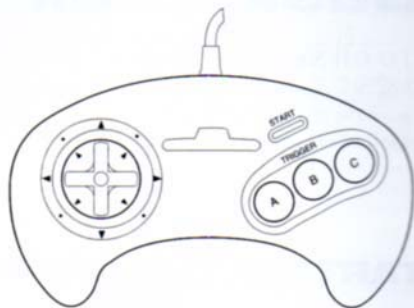
1. Turn OFF the power switch on your Sega™ Genesis™. **Never insert or remove a game cartridge when the power is on.**
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, 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 go to Game Options screen.



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SUMMARY OF COMMANDS



On offense and defense Player 1 controls the man over the white star (Player 2 controls the man over the black star). 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:

BEFORE PLAY

START

Advance to GAME OPTIONS screen
Advance to SELECT COUNTRY screen
Exits announcements
Starts play



D-Pad

UP/DOWN cycles through options on GAME OPTIONS screen
UP/DOWN cycles through teams on SELECT COUNTRY 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 OPTIONS screen
Chooses team from SELECT COUNTRY screen
Cycles through commentator screens
Substitutes players on PLAYER STATISTICS screen

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 with B pressed) chooses player to pass to



A

Jump shot (with forward momentum), slam or marquee shot
Quick press and release fakes jump shot

B

Passes to player (press **B** and **D-Pad** to select player, release to pass)

C

Jump shot (with no forward momentum)

DURING PLAY: DEFENSE**START**

Pauses the game

D-Pad

Moves defender with star

A

Player jumps to block shot or rebound

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 (repeatedly): frame by frame advance

D-Pad

DOWN (repeatedly): frame by frame reverse

C

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



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THE ROAD TO THE GOLD

In 1891, when James Naismith introduced basketball to a group of rowdy teenagers, he had no idea that within five years the first pro teams would be formed or that in less than thirty years the sport would be introduced to the world.

Although the game was played as a demonstration in the 1928 Games in Amsterdam, it wasn't until 1936 in Berlin that basketball was on the official Summer Games program. The tournament was held on an outdoor clay tennis court, and USA beat Canada 19-8 in a driving rain. In 1948, after a twelve-year break for WWII, the Games resumed in London. The layoff did nothing to refine basketball, and the sport was still played roughly: A British referee was knocked unconscious during a preliminary game, and in the fiercely contested battle for the bronze medal, da Motta of Brazil lost his pants and had to retire to the dressing room. In Helsinki, 1952, Uruguay fouled and brawled so much they rarely finished a game with more than three players.

Throughout the early years, USA basketball dominated the Games. But it was in the three Olympiads between 1960 and 1972 they put together their strongest teams. In 1960 ten of the team's members would go on to star in the NBA. Jerry Lucas and Oscar Robertson led the team, and future Celtic legend John Havlicek was only an alternate. In Mexico City, 1968, college's best players stayed away from the Summer Games trials for various reasons. Among the missing was Lou Alcindor (Kareem Abdul Jabbar), who pledged support for the threatened boycott of the Games by black athletes. Nonetheless, USA assembled a strong team. At the end of the first half of the final, USA held a tight three-point lead over Yugoslavia. But the second half saw Jo-Jo White and Spencer Haywood go wild on a rampage, outscoring Yugoslavia 22-3. The vocal Mexican crowd, who was rooting for the underdog



Slavs, was so impressed by the display of White and Haywood that they switched allegiance in the second half.

By the final contest of the 1972 Games in Munich, USA had won 62 straight games without a loss in Summer Games competition. Throughout the final game they trailed the Soviets. Then with three seconds left, Doug Collins calmly sunk two free throws to put USA up 50-49. The final three seconds took several minutes to play. Due to confusion among referees, timers, coaches and other officials, the Soviets had three chances to inbound. On the third try, Aleksander Belov drove through the lane, crashed into a defender, and hit a short jumper for the winning bucket. Final score: USSR 51, USA 50. The United States basketball team had lost its first Summer Games contest ever, and the circumstances were questionable. The team members refused to accept the silver medal signifying second place. To this day the medals are in a safe in Munich, Germany.

After waiting four years for revenge against the Soviets, USA was denied the chance, as an inspired Yugoslav team upset USSR in the semifinals. 1980 brought a US boycott of the Moscow Games (due to the Soviet invasion of Afghanistan in 1979); and in a pay-back of the Westerners' snub of the those Games, the Soviets boycotted the 1984 Games in Los Angeles. Finally, in 1988, after twelve years and three Olympiads, USA met the Soviet Union in the semifinals. And the Americans, despite their extraordinary talent, met bitter defeat in a closely matched contest. The Americans settled for a bronze medal, while the Soviets went on to capture the gold. Despite the grave disappointment for the American team, the Soviet victory was a landmark in the history of basketball: finally countries other than the United States had proven their legitimacy on the court!



Now, for the first time, the pros will take the court in the Summer Games. The *crème de la crème* of the NBA has been molded into what is undoubtedly the most talented team in the 100-year history of basketball: a team with inside dominance, precision shooting, magic ball-handling and a high-flying aerial game. The team that lights up the boards is taking the court in Spain for the most exciting international basketball tournament ever!

FIRE IT UP: HOW TO GET STARTED



Tip-off close-up

Follow the steps below to start jamming with the Team 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 "Summary of Commands" on the inside cover of this booklet. Come on, let's take it to the hoop.

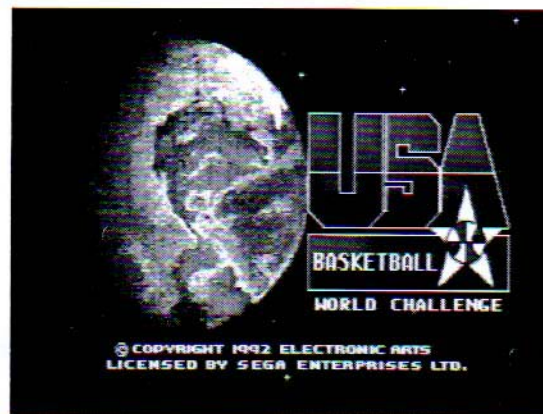
1. Flip OFF the power switch on the Genesis.

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 Team USA Basketball™ into the slot on the Genesis. To lock the cartridge in place, press firmly, but don't force it.
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 Team USA Basketball™ title screen appears, you can watch the game credits, or press **START** at any time.



Title Screen

If you watch all the credits, you can check out a sample taste of the game's look and feel. You don't need to press any buttons. A short exhibition game (just under 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 Team USA and the All World Team from the **SELECT COUNTRY** screen, introduces the game, and controls all player moves—dunks, steals, and in-your-face-defense. You can watch some of the greatest pros in the NBA battle with



the best of the rest, and get a good sense of the game's explosive action.

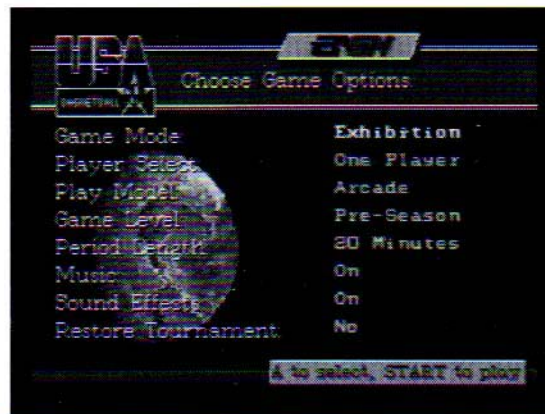
- To quit the exhibition at any time, press **START**. This brings you back to the title screen.

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

- Press **START** twice to move on to the Game Options screen.

CHOOSING GAME OPTIONS

The Game Options screen is where you set up the parameters for the kind of game you want to play.



Game Options Screen



- D-Pad UP/DOWN** to move the red 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 on to **SELECT COUNTRY**. Read the stuff about game options another time.*

OPTIONS

(Defaults in **BOLD TYPE**)

GAME MODE

EXHIBITION: Play a non-tournament game with any team against a friend or the Genesis.

TOURNAMENT: Enter tournament play. It's you against the Genesis. Play until you're knocked out of the Tournament—or win a medal. Turn to **ENTERING THE TOURNAMENT** on page 29 for more information.

PLAYER SELECT

ONE PLAYER: Play against the Genesis. 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. (Exhibition only)

PLAY MODEL

ARCADE (available in **EXHIBITION** mode only): Fast-paced basketball. The players never tire, and you can't foul out.

SIMULATION: Players fatigue (Check the rating at **FTG** on the Player Statistics screen.)



- 4 = Player is well rested, in top form
- 3 = Player has tired, but is still strong
- 2 = Player is fading fast, slows down, shots miss the mark: sub now or pay later!
- 1 = Player is on the verge of collapse: you've waited too long. Sub!

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. Also, while in Simulation mode, Genesis keeps track of fouls; and your players can foul out of a game. Simulation is automatically set when you play a TOURNAMENT game.

NOTE: *Five-minute-period-games in SIMULATION mode require you to substitute players frequently. You may want to play 5-minute-period exhibitions in ARCADE mode.*

GAME LEVEL

PRE-SEASON: 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. They also steal the ball less and get fewer rebounds. This is a good place to start practicing for your run at the Gold Medal.

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

20 MINUTES: Or choose 5-, 10-, or 15- minute periods. The team with the highest score at the end of 2 periods wins. In the event of a tie, you play a five minute overtime period. You keep playing overtime periods until there's a winner.

MUSIC

ON: The music plays in between games and at halftime. There is no music during actual game play.
OFF

SOUND

ON: Hear the bounce of the ball on the floor, the referee's whistle, the squeak of sneakers, and the excitement of the crowd.
OFF

RESTORE TOURNAMENT

NO

YES: Immediately takes you to the ENTER PASSWORD screen. If you've saved a password from a previous tournament you can enter your seven-character password to resume the same tournament at the last game where you left off. (Remember, Passwords are available only at the end of a game.) Just follow the directions on the Enter Password screen, or turn to **Advancing to the Next Tournament Game** (p. 32).

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



TEAM SELECT



Team Select

During EXHIBITION 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 a game right now, and learn about choosing teams later on, press **START** to choose the default teams.

You'll control the all out attack of Team USA, while Genesis directs the highly talented All World Team.

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



CHOOSING TEAMS AND PLAYING AN EXHIBITION GAME

To choose your own teams from the **SELECT COUNTRY** screen for a non-tournament game:

- Press **START** to exit the Game Options screen.

Now you can see the Select Country screen.

If you're playing against the Genesis:

- Each Red dot on the map of the world represents a team. **D-Pad** up/down to move the white flashing diamond over the country of the team you want to control.

NOTE: The red dot representing the World Team is located in the Atlantic Ocean between Europe and the United States. (To learn more about the World Team, turn to page 59.)

- Press **A** to choose your team.

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

- To select a team for Genesis, **D-Pad** up/down to move the white flashing diamond over the country of 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 to move the white flashing diamond over the country of the team you want to control.
- Press **A** to choose your team.

When you press **A** the Select Country 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 white flashing diamond over the country of the team he wants to control 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 to move the white flashing diamond over the country of the team you want to control.
- Press **A** to choose your team.
- **D-Pad** up/down to move the white flashing diamond over the country of the team you want Genesis to control.
- 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 by pressing **B**.



EA SPORTS NETWORK

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

Ron Barr, our EA Sports Network announcer, introduces the game and the starting lineups, up close and personal.

- To view the next EASN screen press **A**.
- If you want to go straight to the country information screen, press **START**. To view the next country information screen, press **A**. To go back to the previous screen, press **B**.

NOTE: There is no country information screen for the World Team.

- To bypass additional country information screens and view your players' stats press **START**.



WORLD

PLAYER STATISTICS

PLAYER	POS.	NO.	HT.	FOULS	FTG.
COURTINARD	F	9	6' 9"	0	4
KUKOC	F	15	6' 10"	0	4
DIJAC	C	5	7' 1"	0	4
MARCUTLONIS	G	10	6' 5"	0	4
GAZE	G	7	6' 6"	0	4
CHIU	F	12	6' 2"	0	4
FOX	F	4	6' 8"	0	4
PETROVIC	C	14	6' 5"	0	4
SABOMIS	C	6	7' 4"	0	4
SMITS	C	11	7' 4"	0	4
VOLKOV	F	13	6' 10"	0	4
ZDOVC	G	8	6' 4"	0	4

SCORE 0 TIME 20:00 TIME OUTS 2
B MORE STAT A SUB PLAYER
C SWAP TEAM START GO TO GAME

Stats Screen

- If you want to look at more stats press **B** (there are five stats screens). If you want to give a surprise start to one of your bench players, see **Substitutions** under **TIME OUTS, SUBSTITUTIONS, AND STATISTICS** (page 38) to change your starting lineup.
- When you're ready to play the game, press **START**.
- Press **START** again to hear the referee's whistle.
- When the ball goes into the air, press **A** to direct your big man to go up after it. You want to control the tip if you can. Remember the old saying, "You can't score without the ball."

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



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 **D-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, fake 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 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 under that player. Releasing **B** passes the ball to that player.

Shooting

- Press the **A** button to shoot a jump shot with forward momentum, to fake a jumpshot (quick press and release), to drive or to execute a marquee shot.
- Press **C** to shoot a jump shot without forward momentum.

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. It's as simple as that. See **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 he is.

Guards and Forwards typically are more successful from longer range and have more moves to the hoop than centers. All players in *Team USA* 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 the defender is 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 **D-Pad** in any direction to drive around him.

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: Magic might baby hook, Larry might take a short jumper, Jordan might go for the slam, and Drexler might finger-roll it in.

Marquee Shots

Every cager tries to develop a favorite move, one nobody can imitate, one that is nearly indefensible, one tailored to his size and ability. We've captured some of the most dramatic, gravity-defying one-on-one moves history has ever witnessed: Jordan's "Kiss the Rim," Pippen's "Around the World," Smits' "Air Reverse Slam," and Bolo's "180 Scoop Slam," to name a few. Most teams have one player (all players on Team USA) who performs a marquee shot—a trademark dunk or layup—he'll hit from a certain spot on the court. The following lists those special players and their stunning moves.



- Marquee shots are difficult to perform and are most likely to occur in and around the lane. To execute a marquee shot, move the player into the lane and press **A**.

Player/Team

Fox/Canada
 Pippen/USA
 Dias/Angola
 Robinson/USA
 Divac/Yugoslavia
 Stockton/USA
 Gaze/Australia
 Petrovic/Croatia
 Bird/USA
 Mullin/USA
 Laettner/USA
 Drexler/USA
 Barkley/USA
 Courtinard/France
 Malone/USA
 Marciulionis/Lithuania
 Ewing/USA
 Chiu/China
 Bolo/Spain
 Smits/Netherlands
 Sdovoc/Slovenia
 Johnson/USA
 Jordan/USA

Marquee Shot

Hang on the Rim
 Around the World
 The "Olajuwon 360"
 Windmill Dunk
 Double Pump Two-Hand Slam
 Isiah Spin
 Fake Jumping Pass into Layup
 Air Reverse Layup
 Spinning Jump Shot
 Spinning Jump Shot
 Spinning Jump Shot
 Tomahawk
 Monster Dunk
 Alley-Oop
 In Your Face Slam
 Windmill Finger Roll
 Bounce Ball Slam
 Off-the-Glass Slam
 180 Scoop Slam
 Air Reverse Slam
 Hide Your Eyes Slam
 Behind the Back
 Kiss the Rim Slam

Shot-Clock

In international basketball you have thirty seconds from the time you bring the ball in bounds to get a shot off. If you don't shoot within thirty seconds, the referee calls a shot clock violation and the other team gets possession of the ball.



The shot-clock that keeps track of how many seconds you have left to shoot appears at the bottom center of the screen. When there is less than 30 seconds left in the half, 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, the hoop and the ball. But who says they're free? **Team USA Basketball™** features the 'T-Meter,' a free throw gauge which lets you "aim" your shot just like the pros.



T-meter

The '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.

HINT: *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.

Offensive Tips

Give your big men the ball in the paint so they can shoot from close range. The air gets thin 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.



If you're having trouble getting around the defender (some of these guys will climb all over you), back up a bit (**D-Pad** down) before driving. This will make some space between the two of you, and you can blow right by him.

DEFENSE

As on offense, you control the player over the white star.

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

Switching Defenders

- To take control of the defensive man closest to the ball (between the ball and the basket), press **B**.
- To move the defender you're controlling, **D-Pad** up/down/left/right. He'll only follow the action with his eyes unless you help him.

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

Stealing

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

- To try to "rip" the ball from an opponent, press **C**.

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." If you foul out (in SIMULATION mode), you'll have to spend the rest of the game riding the pine.



Blocking Shots

- To try to block a shot, press **A**.

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 rises to shoot.

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

Defensive Tips

If you just can't seem to stop the opposition from dunking and scoring lay-ups, try getting a defender up on the opponent bringing the ball down court before he reaches the top of the key. That way you can block his lane and force him to dish the ball off to a teammate.

Also, try to get your center positioned down court and in the paint as soon as possible. He'll take up some room in the lane as well.

If you've just scored and the half is drawing to a close, closely guard the player with the ball. He'll have a harder time getting it down court (increasing the likelihood that time will run out before he gets a good shot off) and you'll be right there if he does get the chance to shoot. If he passes, press **B** to move the white star under the defender closest to the player with the ball.



ENTERING THE TOURNAMENT



Team Standings

Choose a team from any country and try to take it all the way to the Gold Medal Game. Remember: In tournament play it's you (or you and a friend) against the Genesis.

- Select **TOURNAMENT** under **GAME MODE** on the **GAME OPTIONS** screen. (**D-Pad** up/down to move the red highlight to **GAME MODE**; press **A** to cycle through choices.)

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.



- **D-Pad** up/down/left/right to move the white flashing diamond over the country of the team you want to take into the Tournament.
- Press **A** to choose your team.

The Tournament Chart shows the winning percentage, games behind and rank for each team. It also shows how the teams have fared against each other.

- 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 country information screen, press **START**. Press **A** to go to the next information screen. Press **B** to view the previous screen.
- 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.

ABOUT THE GAME

AT HALFTIME

During halftime of a Tournament game, Ron Barr highlights the outstanding performances of the first half. Then he sends you back to the Stats screen so you can check your team's performance and make any substitutions you want. (Press **A** to advance through these screens.)



- To go directly to the Stats screens, press **START** while the announcer is talking.
- From the Stats screen press **START** to return to the second half of the game.

END OF THE GAME



End of Game screen

At the end of an EXHIBITION game, the final score appears on the End of Game screen. Ron tallies the final stats. (Press **A** to advance through these screens.) If you want to play some more, press **START** to return to the Game Options screen.

At the end of a TOURNAMENT game, the final score appears on the End of Game screen. Ron tallies the final stats. (Press **A** to advance through these screens.)

- Press **START** to bring up the Password screen.





Password screen

Genesis shows your personal 7-character play-off **PASSWORD**. If you want Genesis to remember the current state of the 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. Remember, Passwords are generated only at the completion of a game.

ADVANCING TO THE NEXT TOURNAMENT GAME

- If you want to play another tournament game right away, press **START**. The Tournament Standings screen will appear, and Ron Barr will introduce the next game.

Remember, after a game is over, you *can* stop playing in the middle of a tournament. Genesis will remember the results of the tournament—if you remember your password.



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



Enter Password screen

- Use the arrows on the **D-Pad** to move the red highlight to the first character of your password. Press **A** to select that character. Choose the next six characters of your password in the same way. If you make a mistake, press **B** to erase the last character. And if you enter the wrong password, "Bad Password" will appear on the screen. Check your password, and press **B** to erase the bad password one character at a time. Then reenter the correct password.



- When all seven characters of your password are correctly entered, press **START** to go to the **GAME OPTIONS** screen. Press **START** again to go to the **Tournament Standings** screen. Press **START** again to resume the tournament.

END OF THE ROUND

The 1992 Summer Games Basketball Tournament includes two pools of seven teams each, for a total of fourteen teams. The tournament is divided into two phases: the preliminary round and the medal round. In the preliminary round, all of the teams in a pool play one another in round robin fashion. When all of the games are completed, the four teams with the best records advance to the medal round. Behind the scenes, Genesis is tallying up the stats from the other seven-team pool and placing them into the medal round.

Note: *In the case of a tie, the head-to-head record of the teams is used to determine which team qualifies for the medal round. In other words, if Croatia and Italy are tied for fourth place in the pool, each with 4-2 records, and in the head-to-head matchup Croatia beat Italy, then Croatia earns a spot in the medal round.*

If more than three teams are tied for the last spot, Genesis randomly chooses a team (of those tied) to advance to the medal round.

The medal round consists of the top four teams from each pool, for a total of eight teams. The team with the best record from Pool #1 plays the team with the worst record from pool #2; the team with the second best record from pool #1 plays the team with the third best record from



pool #2; and so on. The winners advance to the semi-finals, and the winners of the semi-finals advance to the finals.

If your team loses in the semi-finals, you'll play the consolation game for the bronze medal.

If you don't make the cut after the preliminary round, you're taken out of the tournament and returned to the Game Options screen so you can try again.

If, after playing each team in the preliminaries, you've earned one of the top four records, the medal round tournament tree will appear on the screen. To scroll through the entire tree, **D-Pad UP/DOWN/LEFT/RIGHT**.

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



THE FEDERAL INTERNATIONAL BASKETBALL ASSOCIATION

FOULS, VIOLATIONS AND TURNOVERS

Violations and Turnovers



Charging

Right away you should notice some differences in National Basketball Association and Federal International Basketball Association rules. Instead of playing four twelve-minute periods, you play two twenty-minute halves. The key is a trapezium instead of a rectangle, and the three point line is only 20' 6" from the hoop. Here is a complete list of violations:

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

1. Traveling: When your man wants to pass the ball to another player, fake a shot, or shoot the ball at the basket, he stops dribbling. Once he stops, *he can't dribble again*, or the ref will call traveling.
2. Charging (offensive foul): You can't run into a defensive player who's set. (Charging calls count as Personal Fouls but not as Team Fouls.)
3. 30-second shot clock violation (the 30-second clock is in the bottom middle of the screen): From the moment you inbound the ball you have 30 seconds to get off a shot. The 30-second clock is reset when the ball is released by the player.
4. 10-second back court violation: You can't stay in the back court killing time. You must advance the ball to the defense's half of the court within 10 seconds.
5. Back court violation: Once you advance the ball over the half court line toward your basket, you can't cross back over the half court line.
6. 5-second inbound violation: You have 5 seconds to get the ball into play.
7. Out of bounds: When the ball or the player with the ball leaves the boundaries of the court, the ref calls "Out of Bounds."

Fouls

An offensive player gets to take free throws when:

1. He's fouled in the act of shooting, and the shot misses (2 free throws, 3 free throws if the shot was taken outside the 3-point line).
2. He's fouled in the act of shooting, and the shot goes in (1 free throw).

3. He's fouled when the defensive player reaches in and there have already been at least 7 defensive team fouls in the half (2 free throws).

After 5 fouls a player fouls out and must sit out the remainder of the game.

For more information on free throws turn to *Free Throws* on page 27.

TIME OUTS, SUBSTITUTIONS, AND THE STATS SCREENS

Time Outs and Pausing the Game

When you need a rest, or if your guys are in danger of getting blown out of the stadium 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 make a substitution, you may want to call an official time out.

- 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.

Substitutions

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

Note: To find out about all of the available stats, see **STATISTICS** on page 40.



UNITED STATES OF AMERICA					
PLAYER STATISTICS					
PLAYER	POS	NO	HT	FOULS	FTG
MALONE	F	11	6' 3"	0	4
BARKLEY	F	14	6' 6"	0	4
EMING	C	6	7' 0"	0	4
JOHNSON	G	15	6' 9"	0	4
JORDAN	G	9	6' 6"	0	4
BIRD	F	7	6' 9"	0	4
DREXLER	G	10	6' 7"	0	4
LAETTNER	F	4	6' 11"	0	4
MULLIN	F	13	6' 7"	0	4
PIPPEN	F	8	6' 7"	0	4
ROBINSON	C	5	7' 1"	0	4
STOCKTON	G	12	6' 1"	0	4

SCORE 0	TIME 5:00	TIME OUTS 2
B MORE STAT	A SUB. PLAYER	
C SHAP TEAM	START GO TO GAME	

Player Stats and Substitution screen

- POS** Position. C is Center, G is Guard, and F is Forward.
- NO** Jersey number
- HT** Height
- FOULS** A player with 5 personal fouls is disqualified from the current game. Offensive fouls (charging for example), are included in this total of five (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, his shooting accuracy decreases.
- and

You'll notice that the Player Stats and Substitution screen is divided into two parts. The top five players (starters) on 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. Then 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 may also make player substitutions by pressing **C** after a foul has been called, but 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**, **SEASON STATISTICS I**, and **SEASON STATISTICS II**.

- To cycle through these screens, press **B**.
- To look at your opponent's stats, press **C**.

GAME STATISTICS I

Game Statistics I and II show the teams stats for the game being played.

POS	Position
FGA	Field goals attempted
FG	Field goals made
FTA	Free throws attempted
FT	Free throws made
TOT	Total Points



GAME STATISTICS II

POS	Position
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.

SEASON STATISTICS I

Season Statistics I shows the team's offensive stats for the 1990-1991 season in graph form. These figures never change.

POS	Position
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 number of free throws attempted.
STAM	Stamina: The player's level of conditioning.

SEASON STATISTICS II

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

POS:	Position
PPG:	Average points per game
RPG:	Average rebounds per game
APG:	Average assists per game

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



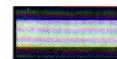
TEAM AND PLAYER CHARACTERISTICS

Your players are modeled after their real namesakes using their stats from the 1990-1991 season. Game play is designed to be real. If you try to make the CIS's Volkov into a 3-point threat or Angola's 6' 1" guard De Sousa a mainstay at low post, you're in for a long night of losing. Remember, play up your strengths and try to minimize your weaknesses. That's the way you win games!

This appendix contains a complete listing of all the team rosters in *Team USA Basketball™*.

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

SPAIN



F	4	Ricardo Ramirez*	6'6"	230
F	5	Ramone Salomoches*	6'4"	205
C	11	Victor Bolo*	6'6"	240
G	7	Jesus Marquez*	6'1"	195
G	14	Enrico Mendoza*	5'9"	190
C	12	Diego Cervantés	6'6"	245
F	13	Excelsior Clementé	6'3"	200
F	6	Alejandro Bueno	6'1"	185
C	8	Garcia Esperanza	6'7"	230
G	9	Juan Fillipé Herrera	6'2"	180
F	10	Pepé Martínez	6'3"	210
G	7	Lupé Santiago	5'1"	140

The guards may be slow, but their passing is clean and crisp. Watch for Bolo to muscle his way inside and dish off to Ramirez. Marquez is a three-point threat, and when the front line gets jammed up inside, they'll kick it out to him. Slow in the transition, this team makes it up in their halfcourt game. Watch for the rotating picks and a quick-switching man-to-man defense.

ITALY



F	8	Pino Brava*	6'4"	235
F	11	Timoteo Costantini*	6'2"	200
C	12	Marco Ovindoli*	6'6"	260
G	4	Giovanni Moscatelli*	5'7"	135
G	5	Antonio Bambi*	5'8"	185
G	6	Giusseppe Antonucchi	5'8"	195
G	10	Pietro Castagnola	5'11"	175
F	13	Pavése Césaré	6'7"	210
C	14	Anthony Cicoletti	6'8"	240
C	9	Santino Franco	6'5"	255
C	7	Giovanni Ensipriani	6'7"	240
G	15	Paisano Mastantuno	6'0"	181

A team with players so accomplished as the fiery Pino Brava, the stoic Timoteo Costantini and the fearless "Gee" Moscatelli should be very competitive. Witness this front line dominate the boards, both offensive and defensive, and move the ball around like a topic of conversation, occasionally kicking it out to Antonio Bambi for a word or two. Tight man-to-man is their style of defense, though occasionally they slip into a loose 2-1-2 zone.



YUGOSLAVIA



F	8	Zarko Paspalj*	6'9"	240
F	4	Zoran Sretenovic*	6'3"	215
C	12	Vlade Divac*	7'1"	248
G	5	Predrag Danilovic*	6'6"	215
G	10	Zoran Radovic*	6'5"	215
G	11	Dedan Bodiroga	6'8"	200
F	6	Aleksandar Dordevic	6'2"	235
C	9	Slavisa Koprivica	6'9"	205
G	7	Branislav Prelevic	6'6"	210
C	14	Zeyko Rebraca	6'11"	255
F	15	Zoran Savic	6'9"	226
F	13	Zoran Stenanic	6'3"	243

Yugoslavia possesses an outstanding front line: Aside from the USA's Robinson and Ewing, Divac is the best center at the Games. And he's one of the best big ballhandlers on the floor. Combined with the crafty moves of former San Antonio Spur Zarko Paspalj and the high scoring of Predrag Danilovic, who is the top up & coming European player, this team is a force to be reckoned with. Last year this team had the best shot percentage in international competition. Watch for deliberate and patient play as they look for that inside shot.



FRANCE



F	12	Felix Courtinard*	6'9"	256
F	10	Hugues Occansey*	6'7"	200
C	9	Stephane Ostrowski*	6'9"	290
G	6	Antoine Rigaudeau*	6'6"	175
G	7	Richard Dacoury*	6'5"	205
F	13	Georges Adams	6'5"	232
F	15	Jim Bilba	6'6"	260
C	14	Jim Deines	6'9"	195
G	5	Valery Demoré	6'1"	195
F	8	Didier Gadou	6'8"	215
C	4	Phillip Szanyiel	6'8"	195
F	11	Bertrand Van Butsele	6'6"	210

This is a real fast break team, much like the Lakers and the Warriors of the NBA. Guard Antoine Rigaudeau is a superb playmaker and shooter. Stephane Ostrowski is one of the quickest centers to play the game. Forward Hugues Occansey has great strength and is an intimidating shooter who is almost unstoppable in the fast break. Richard Dacoury has quick moves inside, and Jim Bilba wastes no time in getting off the jumper. Think speed; think fast. This team can fly.

LITHUANIA



F	7	Arturas Karnisovas*	6'10"	260
F	9	Arunas Visockas*	6'8"	225
C	11	Arvydas Sabonis*	7'4"	250
G	13	Sarunas Marciulionis*	6'5"	200



G	10	Rimas Kurtinaitis*	6'7"	185
C	15	Kazys Agekšynas	7'4"	265
F	8	Romanas Brazdauskis	6'6"	215
G	6	Valdemaras Chomiciu	6'8"	215
C	14	Gintaras Einikis	6'10"	230
G	4	Sergejus Jovaisa	6'2"	175
G	5	Darius Lykminas	6'6"	210
F	12	Leo Rutis Rautinis	6'9"	205

With a 7'4" center who passes like a guard and shoots 50% from three-point range, you never know what to expect from this team. Add to Arvydas Sabonis (the intimidating center), the one-two backcourt punch of Golden State Warrior Sarunas Marciulionis and Rimas Kurtinaitis, Europe's best three-point shooter, and you'll see Lithuania is a strong contender for a medal.

The NETHERLANDS



F	12	Tico Cooper*	6'11"	260
F	15	Jos Kuiper*	6'8"	210
C	13	Rik Smits*	7'4"	252
G	7	Cees Rootselaar*	6'1"	182
G	9	Okke te Velde*	7'1"	240
G	4	Raymond Botsse	6'3"	195
F	11	Chris van Dinten	6'6"	232
C	8	Rolf Franke	7'1"	235
F	14	Mario Bennes	6'11"	245
G	10	Rich Poelgeest	6'2"	180
G	5	Ronald Schilp	6'2"	200
F	6	Marco de Waard	6'11"	244



Led by Rik Smits, a center for the Indiana Pacers, The Netherlands puts a balanced, unified team to the floor. The post game of Tico Cooper is always solid, and Cees Rootselaar is a deadly three-point shooter. Smits is a superb shotblocker who can score with both hands. Look for the forwards to clean the boards. Generally a team that sets up its front line, The Netherlands shows surprising bursts of speed in fast break situations. Look for them to slow the game if they get ahead early.

ANGOLA



F	14	David Dias*	6'4"	225
F	13	Paulo Macedo*	6'2"	220
C	15	Jean Conceicao*	6'3"	215
G	2	Animbal Moreira*	6'4"	220
G	9	Manuel De Sousa*	6'1"	190
G	12	Ivo Alfredo	6'3"	215
G	4	Joaquim Antonio	6'5"	205
F	8	Antonio Carvalho	5'11"	185
C	10	Herlander Coimbra	6'7"	235
F	11	Nelson Sardinha	6'7"	225
F	7	Benjamin Ucuahamba	6'3"	220
C	6	Angelo Victoriano	6'4"	230

It's difficult to say just how well Angola will perform in the 1992 Games. A few years ago basketball was commonly thought of as a recent phenomenon in the Third World, and teams from countries like Angola, Zaire and Botswana were never very strong. But now that the sport has been around for awhile, teams whose play resembled soccer more than basketball are making vast improvements in their skills and strategies. Moreira, Sousa and Conceicao



(who is tiny by a center's standards) are the highest scorers on the team. Watch for some innovative game strategies from a team looking to take advantage of any weaknesses in the opposition's game.

AUSTRALIA



F	15	Ray Borner*	6'10"	257
F	14	Andrew Vlahov*	6'8"	225
C	13	Luc Longley*	7'2"	248
G	10	Andrew Gaze*	6'6"	220
G	8	Damian Keogh*	6'5"	193
F	12	Mark Bradtke	6'11"	215
C	4	John Dorge	7'1"	190
G	9	David Graham	6'2"	224
G	5	Michael McKay	6'5"	190
G	11	Tim Morrissey	6'5"	195
F	7	Larr Sengstock	6'9"	225
G	6	Phil Smyth	6'0"	235

An all around solid team with balanced scoring and a tenacious defense. Andrew Gaze is a three-point threat. Strongman Andrew Vlahov's awesome defense will wear down anyone who challenges at low post. And you can count on forward Mark Bradtke, a superb athlete, shooter and rebounder, to be a major force. Luc Longley, a 7'2" center from the Minnesota Timberwolves, will block shots, shoot and pass with pizzazz all day long. Australia plays a motion passing game and aggressive man-to-man defense.



CANADA



F	11	Greg Wiltjer*	7'0"	235
F	9	Rick Fox*	6'8"	205
C	14	Bill Wennington*	7'0"	235
G	6	Eli Pasquale*	6'1"	175
G	7	Dave Turcotte*	6'3"	185
C	15	Ron Crevier	7'0"	205
F	0	Kory Hallas	6'8"	225
F	12	Gerald Kazanowski	6'9"	195
G	8	Al Kristmanson	6'6"	175
G	4	Phil Ohl	6'7"	230
C	10	Mike Smrek	7'0"	203
G	5	Dwight Walton	6'6"	185

Once again Canada fields a balanced team with a strong front line. Led by Boston Celtic and North Carolina All American Rick Fox, a deadeye outside shooter, and seven-year NBA veteran Bill Wennington, who has played for Dallas and Sacramento, Team Canada should be tough to beat. Greg Wiltjer, the 2nd leading rebounder in the CBA in '92, speedster Eli Pasquale, and the cool-headed Dave Turcotte add variety to the attack. Watch for the outside shooting of the forwards, the fastbreak/motion offense and the pressure man-to-man defense.

CIS



F	4	Alex Volkov*	6'10"	246
F	9	Valeri Tihonenko*	6'7"	206
C	15	Alex Belostennj*	6'10"	258



G	5	Igor Migliniek*	6'3"	170
G	7	Gundars Vetra*	6'4"	190
G	10	Sergei Baaarevich	6'3"	183
F	6	Victor Bereznoi	6'8"	266
F	13	Valeri Dayneko	6'8"	251
F	11	Evgenii Kisurin	6'9"	230
G	8	Oleg Meleshenko	6'5"	192
C	12	Dmitri Suharev	6'7"	225
C	14	Sergei Stcetin	6'8"	240

Ever since the Soviet Union claimed the gold in the '72 games, USA has been out to prove it is the dominant force in international basketball. But the Soviets have continued to put superb teams on the floor at every major international tournament in the past decade. With its balance of youth and experience, this squad is no exception. Veterans like forward Alex Volkov, who is a master at penetrating zones, and ambitious youth like three-point wizard Valeri Tihonenko, provide the Commonwealth the versatility of a championship caliber team.

CROATIA

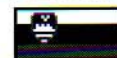


F	7	Toni Kukoc*	6'10"	262
F	10	Arjan Komazec*	6'9"	213
C	14	Dion Rada*	6'11"	240
G	4	Drazen Petrovic*	6'5"	185
G	13	Zan Tabak*	6'11"	202
C	15	Franjo Aradovic	6'5"	268
C	8	Zoran Cutura	6'8"	213
G	9	Danko Cvjeticanin	6'6"	210

F	6	Veltico Masic	6'6"	235
G	12	Aramis Naglic	6'8"	177
G	5	Velimir Perasovic	6'6"	240
C	11	Stojko Vrankovic	7'1"	245

Since the split of the Yugoslav Republic, the perennial powerhouse has been segmented into three teams, each of which is stock full of talent. Croatia fields a few of the original Team Yugoslavia stalwarts and some new players out to make their names. New Jersey Nets' Drazen Petrovic is an excellent three-point shooter; center Dion Rada is a phenomenal rebounding sensation; and Toni Kukoc is such a well rounded star he plays every position. Don't forget about Boston Celtic Stojko Vrankovic, the team's shotblock leader. Two sides of a coin, Croatia sports a loose perimeter offense and an aggressive defense, with Rada dominating the middle.

SLOVENIA



F	12	Peter Vilfan*	6'3"	245
F	9	Matjaz Tovornik*	6'8"	220
C	14	Slavko Kotnik*	6'9"	240
G	10	Dusan Hauptman*	6'1"	180
G	7	Jure Zdovc*	6'4"	195
F	8	Primož Bacar	6'10"	205
F	13	Radisav Curcic	6'9"	244
G	6	Jaka Daneu	6'5"	236
C	15	Zarko Durisic	6'9"	180
F	4	Roman Horvat	6'6"	190
C	11	Marijan Kraljevic	6'11"	217
G	5	Vlado Micunovic	6'3"	220

Guard Jure Zdovc, the smothering defender and ballhandling wiz, leads this contingent of hard edged pros. Slavko Kotnik provides the power inside play, and Dusan Hauptman bangs those three-pointers like a man possessed. As a team, Slovenia is highly organized and strong inside & outside. Look for the fastbreak offense and man-to-man halfcourt press. An exiting team to watch!

CHINA



F	6	Chiu Der Jyh*	6'2"	195
F	11	Dong Fang Lich Der*	6'3"	205
C	6	Chu Chih Ching*	6'6"	215
G	4	Chou Chun San*	5'9"	168
G	13	Lee Yun Kung*	5'9"	160
F	10	Cheng Chih Lung	6'3"	195
C	15	Chung I King	6'8"	215
C	9	Huang Chun Hsiung	6'7"	210
F	5	Lee Yun Hsiung	6'2"	185
G	14	Lo Shin Liang	5'11"	175
G	7	Ma Hong Ning	6'1"	190
F	8	Tsai Fu Tsai	6'1"	195

Gutsy and determined describe this squad from the Far East. A small team by international all-star standards, China relies on foot-speed and a rapid-fire passing attack in their offensive game. These guys aren't afraid of taking the ball to the hoop, and they'll take whatever punishment the larger teams dish out. Well conditioned and extremely durable, the Chinese starting five can play nearly an entire game without much rest. Watch for the high scoring Cheng Chih Lung's crafty moves to the basket. Lee Yun will drive the lane no matter who's in the way, and he's a competent three-point

shooter (He also led the team in steals last year). But more often than not the team will spread out on offense, then get the ball into the center for the easy layup.

USA



F	14	Charles Barkley	6'6"	253	Suns
F	11	Karl Malone	6'9"	256	Jazz
C	6	Patrick Ewing	7'0"	240	Knicks
G	9	Michael Jordan	6'6"	205	Bulls
G	15	Earvin Johnson	6'9"	220	
F	7	Larry Bird	6'9"	220	Celtics
F	10	Clyde Drexler	6'7"	222	Blazers
C	4	Christian Laettner	6'11"	245	
F	13	Chris Mullin	6'7"	215	Warriors
F	8	Scottie Pippen	6'7"	210	Bulls
C	5	David Robinson	7'1"	235	Spurs
G	12	John Stockton	6'1"	175	Jazz

In short, there is no combination of basketball players on the face of the earth that could hang with this group. On every level, in every aspect of the game, they are head and shoulders above the competition. In fact, the roster is so flexible it can be formed into several different teams, each emphasizing a particular strength.

The standard lineup with Malone and Barkley (undoubtedly the strongest players in the NBA) at forward, Ewing at center, and Jordan and Pippen at the guard slots would pack more power than any team at the Games. Afterall, none of these players is under 6'6" or less than 200 pounds!



Put the fastest team on the court with Malone and Pippen at forward, Jordan at off guard, and either Magic or Stockton at point. As far as the center position goes, there isn't a seven-footer in the world who can run step for step with Robinson. With a starting lineup like this, USA might score 150 points in a given contest. Defensively the Americans could embarrass the competition by starting Ewing, Robinson and Malone on the front line and Jordan and Pippen (probably the best defenders in the NBA at their respective positions) at guard. All but Malone can block a shot at its apex. What will happen when they play by the liberal international goaltending rules?

Should the team have to put some points on the board in a hurry, a lineup of shooters could be installed: Mullin and Bird are superb three-point shooters, and both Jordan and Stockton have earned respect as accomplished gunners from beyond the far line. Ewing shoots as well as any big man from fifteen feet. And don't forget the FIBA three-point line is only 20' 6.1" from the hoop, just over three feet closer than the NBA line!

However you team them up, the Americans should dominate every aspect of the basketball competition. Never has such diverse talent been assembled in a single basketball squad, either amateur or professional. And although there may be a team out there with the wherewithall and luck to pull off an upset, it stands that this is the Dream Team.

Charles Barkley

Born February 20, 1963

College: Auburn

Back from off-season shoulder surgery, Sir Charles was fourth in MVP voting, fourth in the league in scoring (27.6) and the 1991 All-Star Game MVP, with an astonishing 22 rebounds. The opinionated Barkley is probably the strongest player in the NBA, and



his consistent straight-ahead play has made him one of the league's most respected, yet underrated, players.

Karl Malone

Born July 24, 1963

College: Louisiana Tech

A great all around forward who dominates at low post, Malone has continued to improve every aspect of his game. Last season saw him hit career highs in rebounds, assists and blocked shots. With his natural quickness, agility and strength, Malone is certain to become one of the most complete forwards in the game.

Patrick Ewing

Born August 5, 1962

College: Georgetown

When Ewing is fired up, there isn't a center in the world who can stop him. The intimidating seven-footer, whose career as a collegiate is legendary, has continued his dominant inside play in the pros. The second-team All-NBA star averaged 26.6 points per game in 1991, bearing much of his team's burden, both offensively and defensively. His specialty, however, is rebounding; and he's been a league leader in that category each of his six years in the NBA.

Michael Jordan

Born February 17, 1963

College: University of North Carolina

What is there to say about the NBA's most celebrated player ever? In seven seasons he has transcended the sport, bringing the aerial game to a new level of greatness. He silenced all critics by leading the Bulls to the 1991 Championship and garnering the Finals MVP, the season MVP and his fifth consecutive scoring title, averaging 31.5 points per game. But Jordan isn't just a scoring machine. His defensive game is as good as anyone's, and his 2.72 steals per game were third highest in the



league. He, like Larry Bird and Earvin Johnson, is such an inspiring player he makes those around him perform on a higher level. Watch for this legend in his own time lead the team to a gold medal, as he did for USA in the 1984 Games.

Earvin Johnson

Born August 14, 1959

College: Michigan State

A touchstone against which all other players are measured, Magic Johnson led the Lakers to five titles in his eleven-season career. He's earned MVP honors in both the regular season and in the Finals, and he's the NBA's all time assists leader with 9,921. But his biggest gift to any team is his confident leadership. He has an awareness, a vision of the whole court, like no other player in the history of the game. And his precision passing and field direction will complement the play of his teammates, allowing them to perform beyond their usual standards.

Larry Bird

Born December 7, 1956

College: Indiana State

The list of awards is astounding: NBA MVP 1984, 1985, 1986; All-NBA First Team 1980-1988; All NBA Second Team 1990; Rookie of the Year, 1980; NBA Play-off MVP 1984, 1986; NBA record for most points in one year (2295); led NBA in free-throw percentage 1983-84, 1985-86, 1986-87, 1989-90; and the NBA All-Star MVP 1982. Larry Bird put on a Celtics uniform more than a decade ago, and the game of basketball hasn't been the same since. His dead-eye jumper can freeze defenders. His moves to the hoop are subtle, yet technically flawless. His court smarts make fools out of opponents. And his defense is tenacious. Coming off of back surgery, his durability is questionable. But he can be

counted on for his leadership, accurate shooting and timely passing so long as his playing time is reasonably limited.

Clyde Drexler

Born June 22, 1962

College: University of Houston

This low key wonder from New Orleans has quietly led the Trailblazers to the upper echelon of the NBA: He leads the team in almost every statistical category. Specializing in dunks and offensive rebounding, Clyde the Glide is also a master of the transition game. In fact, few active players are as quick to adjust and set up as he. He's played in five All-Star games, and is on his way to becoming one of the most accomplished all around forwards in the league.

Chris Mullin

Born July 30, 1963

College: St. John's University

Sometimes called "basketball's answer to the changeup," the Golden State Warrior has a deceptively quick first step, fast hands and a great court sense. He played on the 1984 Summer Games Team, and he was selected to the NBA All-Star Team for the first time in 1989. At 88%, he's the fifth best free-throw shooter of all time. He's reached double figure scoring in 175 consecutive games, third behind Jordan and Ewing. And talk about hustle! Mullin will out muster anyone for a loose ball or rebound. Overall, a fine offensive and defensive player who will add a long-range shooting threat to this outstanding team.

Scottie Pippen

Born September 25, 1965

College: Central Arkansas

One of the most versatile players to ever take the court, Pippen handles the boards like a center and the ball like a guard. In 1991



he was fifth in the league in steals, with 2.35. In his four-year career he has learned how to rise to the occasion, as evidenced by his 16.6 play-off scoring average and his constant defensive hounding of Magic Johnson in the 1991 Finals. He is the kind of all-around player a team like this needs coming off the bench.

David Robinson

Born August 6, 1965

College: Naval Academy

One of the best athletes ever to play center, Robinson continues to build on his already indomitable game. In 1991 he led the league in rebounds, was second in blocked shots, and ninth in field goal percentage and scoring. He has the quickness of a guard and the power of a forward. Still developing his post game, he's nowhere near his full potential. A member of the 1988 Summer Games Team and an All-American at the Naval Academy, Robinson brings international experience and a strong sense of responsibility to the team. Watch for him to light up the boards with his gunpowder quickness.

John Stockton

Born March 26, 1962

College: Gonzaga University

Stockton is perhaps the quietest and most underrated guard in the NBA. More than once he has established the league's single season assist mark, and he is the only player ever to have four 1,000-assist seasons. Like Magic, a playmaker and field general, he handles the ball like he was born with it. And he's tough, as evidenced by his playing all 82 games six of his seven seasons in the NBA.

Christian Laettner

Born August 17, 1969

Duke University

This three-time All American led his team to two consecutive NCAA titles and was the Naismith College Player of the Year in

1991-92. One of Duke's all time leading rebounders, he is a force to be reckoned with. But his strong inside play is often overshadowed by his adept moves outside the paint (Who can forget that crucial bucket that clinched the quarterfinal game against Kentucky in the 1992 NCAA tournament?). Laettner is the rare cager who can go to the glass like a leopard and fight like a badger for a shot or rebound. Look for him to get some token playing time when the big guys need a breather.

THE WORLD TEAM

The team representing the United States in the 1992 Summer Games is so talent ridden its existence defies the nature of fair competition. Comprised of some of the greatest professional athletes in the universe, its winning potential is mind boggling. But someone somewhere out there somehow must be able to give them a run for the money. If anyone can, it's The World Team.

We've assembled the best international players (including some NBA starters) and molded them into a smooth-running, winning machine. Crisp passing, dead-eye shooting and a smothering defense make this team the prime contender to unseat the Dream Team. Yugoslavia's Vlade Divac leads the all-world contingent, with NBA stalwarts Rick Fox, Rik Smits, Sarunas Marciulionis, Drazen Petrovic and Alex Volkov rounding out the NBA connection.

F	9	Felix Courtinard	6'9"	256	France
F	15	Toni Kokuc	6'10"	262	Croatia
C	5	Vlade Divac	7'1"	248	Yugoslavia
G	10	Sarunas Marciulionis	6'5"	200	Lithuania
G	7	Andrew Gaze	6'6"	220	Australia
F	12	Chiu Der Jyh	6'2"	195	China
F	4	Rick Fox	6'8"	205	Canada
G	14	Drazen Petrovic	6'5"	185	Croatia
C	6	Arvydas Sabonis	7'4"	250	Lithuania
C	11	Rik Smits	7'4"	252	Netherlands
F	13	Alex Volkov	6'10"	246	CIS
G	8	Jure Zdovc	6'4"	195	Slovenia



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Additional Design: Happy Keller
Art: Cynthia Hamilton, Paul Vernon & Julie Cressa
Producers: Don Traeger & Happy Keller
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