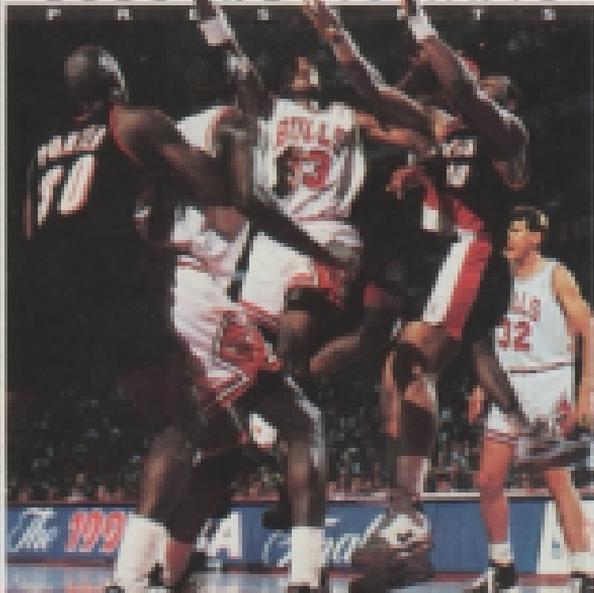


EA SPORTS.
ELECTRONIC ARTS



BULLS

VERSUS

BLAZERS

AND THE
NBA PLAYOFFS





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

John Novak, a 13-year industry veteran, was drafted by EA in the '92 season. When he's not cranking out code for EA SPORTS titles, John can be seen running wind sprints in the parking lot, or scalping Warriors tickets at Oakland Coliseum.

Paul Vemon, ambidextrous graphic artist, has challenged all the right-handed players in the NBA to a game of HORSE—left handed. No takers yet—lucky him. He's been playing for the EA team for 3 years.

Cynthia Hamilton, graphics artist and rabid B-ball fan, wonders why we need all these other sports. They just get in the way of the basketball season. Good question.

Todd Gilliland, Assistant Producer and gameboy, has followed professional sports for as long as he can remember. The high school letterman went on to star for his Air Force base softball team before handing down mitt, bat and ball to his children, Kelly and Andrew.

Rob Harris, a New Yorker since birth, came to California to work as a Technical Lead for EA and to water-ski, not necessarily in that order. When he's not wearing his pocket protector or drinking lake water, Rob spends his time whipping John Novak at Bulls vs. Blazers.

Michael Bartlow, Sound Guy, has been creating sound effects and music for EA SPORTS titles for years. In fact, he's up for induction in the EA Hall of Fame as the creator of the hard-driving EA SPORTS theme song. Michael's favorite sports are sun tanning, hair growing, and MTV. Go figure.



Front row (L-R): Cynthia Hamilton, John Novak, Lisa Ching. Back row (L-R): Rob Harris, Scott Gilliland, Todd Gilliland, Paul Vemon.

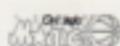
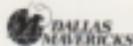


TABLE OF CONTENTS



SUMMARY OF COMMANDS 2

WELCOME TO THE NBA 6

FIRE IT UP—HOW TO GET STARTED 8

SETTING UP THE GAME 11

OPTIONS 11

DEFENSE SET-UP 13

TEAM SELECT 17

THE EA SPORTS PRE-GAME SHOW 22

PLAYER CONTROLS 24

Offense 24

Defense 31

ENTERING THE TOURNAMENT 33

STUFF YOU'LL WANT TO KNOW 35

On to the Next Playoff Game 38

FOULS, VIOLATIONS AND TURNOVERS 40

TIME OUTS, SUBSTITUTIONS, AND THE STATS SCREENS 42

Time Outs and Pausing the Game 42

Substitutions 42

Statistics 44

TEAM AND PLAYER CHARACTERISTICS 46

Western Conference Playoff Rosters 47

Eastern Conference Playoff Rosters 51

1992 Eastern Conference All-Stars 55

1992 Western Conference All-Stars 55

NBA Teams 56

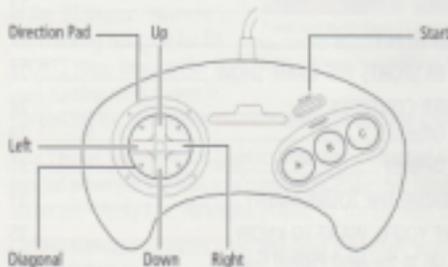




WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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.

SUMMARY OF COMMANDS



SEGA GENESIS Controller

A—Selects a highlighted menu option. Confirms (OKs) a choice.

B—Toggles options from Setup menu on/off.

C—Cancels a menu selection.

- On offense and defense Player 1 controls the man over the **white star**, and 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.
- To move your player diagonally, press the **DIAGONAL** areas of the D-Pad.



BEFORE PLAY

Opening and Title Screens

Continue **START**

Game Set-Up Screen

Scroll through options **UP/DOWN**

Cycle through choices **A**

Go to Defense Set-Up screen **START**

Defense Set-Up Screen

Scroll through options **UP/DOWN**

Cycle through choices **A**

Go to Team Select screen **START**

Team Select Screens

Scroll through teams **UP/DOWN/LEFT/RIGHT**

Select a team and continue **A or START**

Custom Team Builder Screen

Scroll through All-Stars **UP/DOWN/LEFT/RIGHT**

Scroll up/down Custom Team **B/C**

Select new player **A**

Go to next Custom Team Builder or Pre-Game Show screen **START**

Pre-Game Show Screens

Next Pre-Game screen **A**

Go to Starting 5 screen **START**



Starting 5 Screen

Advance to Player Statistics screens **START**

Player Statistics Screen

Scroll through Starting 5 **UP/DOWN**

Scroll through bench **LEFT/RIGHT**

Substitute player **A**

View Opponent's Stats **C**

Next Stats screen **B**

Go to Game **START**

Game Screen

Start Tip Off **START**

Jump **A**

DURING PLAY — OFFENSE

Pause game/Go to

Instant Replay screen **START**

Go to Defense Set-Up screen **START then B**

Move player with ball **UP/DOWN**

LEFT/RIGHT

Choose receiver (while holding B) **UP/DOWN**

LEFT/RIGHT

Jump shot (forward momentum) **A**

Jump shot (no forward momentum) **C**

Dunk shot (from close range) **A**



Marquee shot **A**

Fake jump shot (TAP button) **A or C**

Pass **B**

DURING PLAY — DEFENSE

Pause game **START**

Go to Defense Set-Up screen **START then B**

Move current defender **UP/DOWN**

LEFT/RIGHT

Jump to block shot or rebound **A**

Control player closest to the ball

(between the ball and basket) **B**

Intercept pass or steal dribble **C**

INSTANT REPLAY/TIME OUT

Rewind (normal speed) **LEFT**

Fast rewind **LEFT + A**

Forward (normal speed) **RIGHT**

Fast forward **RIGHT + A**

Freeze frame **RELEASE ALL BUTTONS**

Frame by frame advance **RIGHT (TAP)**

Frame by frame reverse **LEFT (TAP)**

Resume game **START**

Time Out (Offense only) **C**

Go to Defense Set-Up screen **B**



NOTE: In 2-Player CoOp mode, Player 1 must call time out.

WELCOME TO THE NBA: THE BEST BASKETBALL ON EARTH

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

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

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

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



BULLS VS. BLAZERS AND THE NBA® PLAYOFFS™: THE GAME

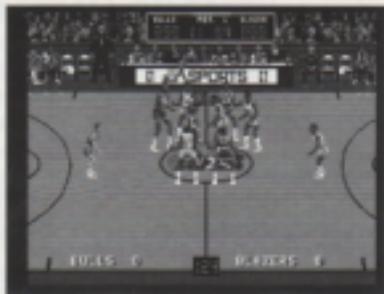
Every year great teams from all over the country compete for the NBA Championship. Last season's finals pitted the World Champion Chicago Bulls against the Portland Trail Blazers, who had reached the finals for the second time in three years. The series was as thrilling as any: Game 1 saw Michael Jordan knock down a record number of three-pointers. The Blazers defied the critics by staging dramatic comebacks in Games 2 and 4. And when in Game 6 it looked like the Blazers would take the series down to the final contest, Chicago's bench erased a 15-point Portland lead. The home crowd thundered their appreciation, and when it was all over, the Bulls emerged as victorious defenders of the NBA crown.

BULLS VS. BLAZERS AND THE NBA PLAYOFFS pays tribute to the great Championship Series of 1992. But our game isn't just about those legendary teams. In fact, it couldn't be. The greatest teams of the era have been challenged. Today there's just too much talent for one or two teams to dominate the NBA. Now several teams legitimately claim to be the best: The Detroit Pistons have won 2 Championships in the last four years; San Antonio, New York, and Phoenix have shown that they can play in the big time; and the Golden State Warriors are maybe just a year away from greatness. We've included all these super teams in the game so you can discover who's best.

The league is full of superb players trying to win a spot in the NBA record book for their teams. Some of the stars are brash rookies with big attitudes and skills to match; others are seasoned vets who know what it takes to win in crunch time. You can take any team from last year's playoffs to EA SPORTS' NBA playoffs and have a great shot at winning the Championship.



BULLS VS. BLAZERS is simply about the best basketball teams and the best players in the NBA today. Find out for yourself what Showtime means. If you're ready for the challenge and the fun, pull off your sweats, lace up da shoes, and hit the court...



The Tip-Off

FIRE IT UP: HOW TO GET STARTED

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

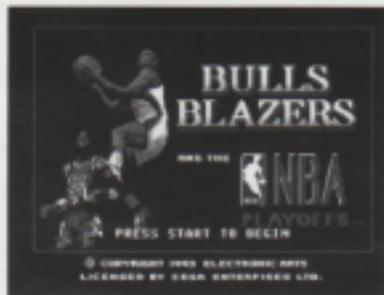
Everyone knows that playing basketball is a lot more fun than reading about it. In fact, after you look at the numbered start-up instructions in FIRE IT UP, you can probably figure out most everything you need to play just by looking at "Summary of Commands" on page 2. Come on, let's take it to the hoop.

1. Flip OFF the power switch on the Genesis.

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



2. Insert BULLS VS. BLAZERS AND THE NBA PLAYOFFS 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 EA SPORTS logo appears. If you don't see the logo, begin again at step 1.
4. When the BULLS VS. BLAZERS AND THE NBA PLAYOFFS title screen appears, you can watch the game credits and an exhibition game, 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 twelve-minute exhibition game will give you an idea of what the game is all about.

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

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



The Genesis chooses the Blazers and the Bulls from the Team Select screen, introduces the game, highlights the starting fives, and controls all player moves—dunks, steals, and in-your-face-defense. You can watch some of the greatest pros in the NBA do their thing, and get a good sense of the game's explosive action.

- ❶ 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.

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



Game Set-Up Screen

SETTING UP THE GAME

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

- ❶ D-Pad **up/down** to move the light blue highlight through the list of options.
- ❷ 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** twice and move on to TEAM SELECT. Read the stuff about game options another time.

OPTIONS (DEFAULTS IN BOLD TYPE)

GAME MODE

ONE GAME

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

TOURNAMENT

Enter tournament play. It's you (or you and a friend) against the Genesis. Play until you're knocked out of the Playoffs, or take home the championship. For more information, see "Entering the Tournament," page 33.





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 Vs. Play against a friend. Make sure the second Controller is plugged into Control 2. (ONE GAME mode only)

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

PLAY OPTION

ARCADE (ONE GAME 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 arena 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: Shorter period games in SIMULATION mode require you to substitute players frequently. You may want to play 2- and 5-minute period exhibitions in ARCADE mode.

PLAY 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 take fewer shots. They also steal the ball less often and get fewer rebounds. This is a good place to start practicing for your run at the Championship.

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

SHOWTIME The stars come out, big time. Play is fully charged. The pace of the game heats up, and all the players crank it up a notch. The action is fierce, and body contact has a way of becoming body collision. The ref cuts you no slack. Opponents play as hard as their stats and bench allow. SHOWTIME is automatically set if you are playing a TOURNAMENT game.

PERIOD LENGTH

12 MINUTES Or choose 2-, 5-, or 8-minute periods. The team with the highest score at the end of 4 periods wins. In the event of a tie, you play a five minute overtime period (2-minute period games play a 2-minute overtime period). You keep playing overtime periods until there's a winner.



MUSIC

ON

The music plays in between games and at half-time. There is no music during actual game play. Choose OFF for no music.

SOUND EFFECTS

ON

Hear the bounce of the ball on the floor, the referee's whistle, the squeak of sneakers, and the excitement of the crowd. Choose OFF for no sound effects.

PASSWORD

NO

Do not restore a tournament, but begin a new game or tournament.

YES

(TOURNAMENT mode only.) Immediately takes you to the ENTER PASSWORD screen. If you've saved a password from a previous tournament you can enter your eight-character password to resume the same tournament at the last game where you left off. (Remember, Passwords are available only at the end of a game.) Just follow the directions on the Enter Password screen, or see "On to the Next Playoff Game," page 38.

- When you've set the options, press **START** to go to the Defense Set-Up screen.



DEFENSE SET-UP



Defense Set-Up Screen

When the Game Set-Up is complete, the Defense Set-Up screen appears.

BULLS VS. BLAZERS AND THE NBA PLAYOFFS lets you tell your boys how tough to play it, just like an NBA coach. Adjust your team's defensive tactics before the tip-off or during the game.

The top half of the screen lets you set up the Home Team (Player 1), and the bottom half lets you set up the Away Team (Player 2 or Genesis). In 2-Player vs. mode, Controller 1 controls Home Team set-up, and Controller 2 controls Away Team set-up.

NOTE: Press is short for Pressure. Full Court Press means your team pressures the opponent all over the court. Half Court Press means they put the pressure on once the ball crosses the Half Court line.



To set-up your defense:

1. D-Pad **up/down** to move the light blue highlight to an option.
2. Press **A** to cycle through the following choices (bold choices are defaults):

(DEFAULTS IN **BOLD** TYPE)

Press Type **FULL COURT**
 HALF COURT

Press Level **OFF**
 PASSIVE
 NORMAL
 AGGRESSIVE

Steal 'N Block: **NORMAL**
 AGGRESSIVE
 PASSIVE

NOTE: In Simulation Mode, AGGRESSIVE Defense Set-Up options will cause players to fatigue more quickly, and while your team is more likely to get ahold of the ball when you specify AGGRESSIVE, they're also more likely to foul out of the game.

3. To accept your choices and continue, press **START**.

To bring up the Defense Set-Up screen during play:

1. Press Start to bring up the Instant Replay screen.
2. Press B. The Defense Set-Up screen appears.

NOTE: In 2-player modes, Player 1 must bring up the Defense Setup Screen.

See instructions above to adjust Defense Set-Up options.

TEAM SELECT



Team Select Screen

During ONE GAME MODE you can match any team against another. You can even play against the same team, or create your own "Dream Team" using the Custom Team Builder (see page 19). 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** twice to choose the default teams: Blazers and Bulls.

This begins setting up a game between you and the Genesis. You'll control the precision passing and fast-break attack of the of Portland Trail Blazers while Genesis directs the smothering defense and high flying offense of the Chicago Bulls.

Next, the EA Sports pre-game show begins.





CHOOSING TEAMS AND PLAYING IN ONE-GAME MODE

NOTE: To create custom teams from starting fives of the teams who went to the '91-'92 playoffs, see "Custom Team Builder," page 19.

To choose your own teams from the Team Select screen for ONE GAME MODE:

- Press **START** to exit the Defense Set-Up screen. The Team Select screen appears.

If you're playing against the Genesis (One Player):

- Press the arrows on the D-Pad to move the flashing highlight to the logo of the team you want to control.
- Press **START** or **A** to choose your team. The Team Select screen for the Genesis appears.

D-Pad **up/down/left/right** to move the flashing highlight over the team you want the Genesis to control. Then press **START** or **A** to continue to the first Pre-Game Show screen.

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

If you're playing against a friend (2 Player Vs.):

- D-Pad **up/down/left/right** to move the flashing highlight over the team you want to control.
- Press **START** or **A** to choose your team. The Team Select screen for Player 2 appears.
- Now let your friend select a team in the same way, using the second Controller. Make sure the second Controller is plugged into Control 2.



If you and a friend are playing against the Genesis (2-Player CoOp)

- Player 1: D-Pad **up/down/left/right** to move the flashing highlight over the team you want to control.
- Press **START** or **A** to choose your team.
- D-Pad **up, down, left, and right** to move the flashing highlight over the team you want the Genesis to control. Then press **START** to continue to the first Pre-Game Show screen.

NOTE: In 2-Player CoOp mode, Player 1 controls each team member he passes to, except the one over the black star, which Player 2 controls. When the player over the white star passes to the player over the black star, Player 2 can assume control over any player except the player over the white star.

Custom Team Builder

Ever wonder what it might be like to play a team of Michael Jordan clones against a team of Charles Barkley clones? Well, wonder no longer. EA SPORTS is proud to present the all-new All-Star machine: The Custom Team Builder.

The Custom Team Builder lets you build your own "Dream Team" populated with the best of the best—your choice from the starting five of every team that made it to the playoffs in the 1991-'92 season.

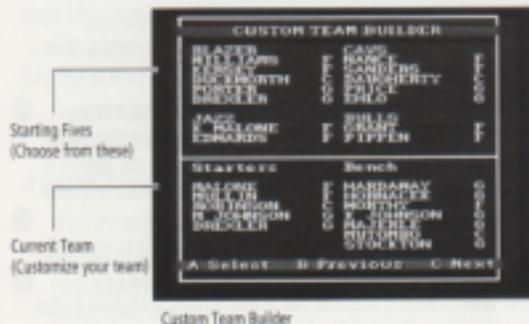
To Custom Build your team, first bring up the Custom Team Builder:

- At the Team Select screen, D-Pad **down** to highlight CUSTOM EAST or CUSTOM WEST.
- Press **A** to select a custom team. The Team Select screen appears for Player 2 (or Genesis).



3. Choose a regular or custom team for Player 2 (or Genesis).
The Custom Team Builder screen appears.

NOTE: If custom teams are chosen for both Player 1 and Player 2 (or Genesis), one **MUST** be CUSTOM EAST and the other CUSTOM WEST.



The upper half of the screen lists the starting five players from every team in the '91-'92 playoffs. The lower half of the screen is where you'll build your custom team.



Build your team

1. In the lower half of the screen, use the **B** and **C** buttons to move the yellow highlight over a player you want to replace:
 - Press **C** to move forward through the current players.
 - Press **B** to move backward through the players.
2. In the upper half of the screen, use the D-Pad move the yellow highlight to a player you want to add to your custom team, then select him:
 - Press and release the D-Pad **up/down/left/right** to move the highlight to a player's name.
 - Press **A** to select the new player. Note that the new player's name appears as the highlighted name in the lower half of the screen.
3. Repeat steps 1 and 2 until you're satisfied with your "Dream Team", then press **START** to continue.

If you chose a custom team for Player 2 (or Genesis), repeat the above instructions to create the perfect opponent.



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," page 25, 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, Violations, and Turnovers," page 40).

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

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

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," page 46 and "Time Outs, Substitutions, and the Stats Screen," page 42). 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 Bulls Vs. Blazers 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** or **C** button.

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

- For a standard shot, press **A** or **C**, 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** or **C** 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

- 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**.

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," Robinson's "Windmill Slam," and Pippen's "Double-Pump Jam" to name a few. All teams have two players who perform a marquee shot—a trademark dunk or lay-up—he'll hit from a certain spot on the court. The following lists those special players and their stunning moves.



PLAYER	#	TEAM	MARQUEE SHOT
G. Rice	41	Heat	Air Reverse
D. Robinson	50	Spurs	Windmill Slam
	50	West All-Stars	180 Scoop Slam
D. Manning	5	Clippers	180 Scoop Slam
I. Thomas	11	Pistons	Spinning 360 Lay-Up
	11	East All-Stars	Alley-Oop Slam
C. Person	45	Pacers	Alley-Oop Slam
M. Jordan	23	Bulls	Kiss the Rim
	23	East All-Stars	Turn Around Jumper
L. Bird	33	Celtics	Turn Around Jumper
	33	East All-Stars	Air-Reverse Slam
C. Drexler	22	Trail Blazers	Air-Reverse Slam
	22	West All-Stars	Fake No-Look Pass into Lay-up
T. Hardaway	10	Warriors	Fake No-Look Pass into Lay-up
	10	West All-Stars	Bounce the Ball Jam
B. Daugherty	43	Cavaliers	Bounce the Ball Jam
	43	East All-Stars	In Your Face Jam
K. Malone	32	Jazz	In Your Face Jam
	13	West All-Stars	Windmill Finger Roll
K. Johnson	7	Suns	Windmill Finger Roll
	7	West All-Stars	Gorilla Dunk
D. Coleman	44	Nets	Gorilla Dunk
S. Kemp	40	Supersonics	Off-the-Glass Jam



PLAYER	#	TEAM	MARQUEE SHOT
P. Ewing	33	Knicks	
	3	East All-Stars	Bounce Ball Slam
V. Divac	12	Lakers	Fake Drive 2-Hand Slam
T. Chambers	24	Suns	Windmill Dunk
S. Pippen	33	Bulls	Double-Pump Jam
T. Cummings	34	Spurs	Hide Your Eyes Jam
R. Lewis	35	Celtics	Hide Your Eyes Jam
J. Kersey	25	Trail Blazers	Gorilla Dunk
J. Stockton	12	Jazz	Behind Your Back Lay-up
B. Owens	30	Warriors	Alley-Oop Slam
D. Rodman	10	Pistons	Off the Glass Jam
R. Harper	4	Clippers	Air-Reverse Slam
R. Pierce	22	Supersonics	180° Scoop Slam
R. Miller	31	Pacers	Around the World Jam
L. Nance	22	Cavaliers	Around the World Jam
S. Threatt	3	Lakers	Behind Your Back Lay-up
M. Blaylock	10	Nets	360° Spinning Slam
G. Wilkens	21	Knicks	In-Your-Face Jam
V. Coles	12	Heat	Windmill Finger Roll
C. Barkley	34	All Star East	Gorilla Dunk
M. Johnson	32	All Star West	Fake No-Look Pass into Lay-up



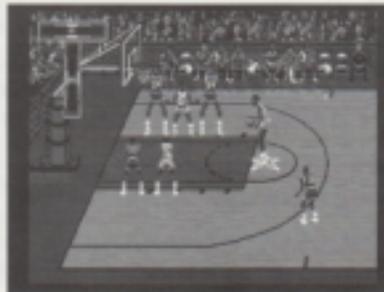
Shot-Clock

In NBA basketball you have 24 seconds from the time you bring the ball in bounds to get a shot off. If you don't shoot within 24 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 are less than 24 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? BULLS VS. BLAZERS 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 basketball cursor moves through the white zone, press **A** to stop it.

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

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

The speed with which the basketball cursor 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 before driving. This will make some space between the two of you, and you can blow right by him.



DEFENSE

As an 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 in any direction. 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.

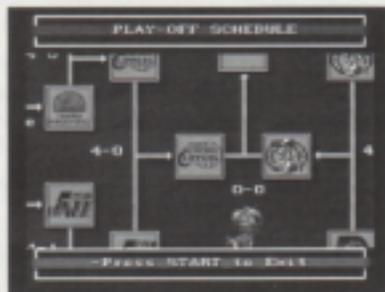
Defensive Tips

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



Playoff Tree

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

- Select **Tournament** under **Game Mode** on the Game Set-Up screen. (D-Pad **up/down** to move the blue highlight to Game Mode; then press **A** to toggle the choices.)

NOTE: Custom and All Star teams are unavailable in **TOURNAMENT** mode.

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** to highlight each Defense Set-Up option, and press **A** to adjust each option to your preference.
- Press **START** to continue.



- D-Pad up/down/left/right to move the flashing highlight to the logo of the team you want to take into the Playoffs. The Genesis chooses the opposition automatically.

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

The NBA Championship Playoff tree shows the playoff match-ups for the whole tournament. These match-ups only change when you enter a new tournament.

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

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

- Press **START** to continue.

The EA SPORTS Announcers introduce the game and the starting lineups. Press **A** to advance to the next screen.

- Press **START** to go to the Starting Five screen.

- Press **START** to go to the Player Statistics screen.

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

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

Tournament play works just like non-tournament play.



STUFF YOU'LL WANT TO KNOW

END OF EACH PERIOD

At the end of each period during a game the Stats screen appears, which lets you make substitutions and check out the current foul situation (see "Timeouts, Substitutions and the Stats Screens," page 42 for details on this screen).

AT HALFTIME

During halftime the EA SPORTS guys report scores of other games going on in the league. They send you back to the Stats screen so you can check team performance and make any substitutions you want.

- To see the next Halftime screen, press **A**.

- 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



Final Score Screen

At the end of a single game (ONE GAME MODE), the EA SPORTS announcers give you the final score, and report on the game's high scorers, 3 pointers, and rebounds.

- Press **A** to advance through the EA SPORTS Announcer screens. The Player Statistics screen appears so you can check out each player's stats for the game.
- Press **START** to go to the Game Select screen for another round of action.

At the end of a TOURNAMENT game, EA SPORTS announcers give you the final score, and report on the game's high scorers, 3 pointers, and rebounds.



- Press **A** to advance through the EA SPORTS Announcer screens. The Player Statistics screen appears so you can check out each player's stats for the game.
- Press **START** again to go to the Playoff Tree screen.
- Press **START** again to go to the Password Screen.



Password Screen

Genesis shows your personal 8-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.



ON TO THE NEXT PLAYOFF GAME

- If you want to play another tournament game right away, press **START**. The Playoff Tree screen appears, and Ron Barr introduces 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 Set-Up Screen
- D-Pad **down** to highlight the PASSWORD option and press **A** to go to the PASSWORD screen.



Enter Password Screen



- Use the arrows on the D-Pad to move the yellow highlight to the first character of your password. Press **A** to select that character. Choose the next seven characters of your password in the same way.
- If you make a mistake, press **B** to erase the last character. 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 eight characters of your password are correctly entered, press **START** to go to the Game Set-Up screen.
- Press **START** again to go to the Playoff Tree screen.
- Press **START** again to resume the Playoffs.

End of the Round

If you lose the round, you're taken out of the tournament and returned to the Game Select screen so you can try again. All rounds of the EA SPORTS NBA Championship are best of seven games.

You'll see when a round is completed on the Playoff Tree. Press **START** to start playing in the next round against your new competitor.

If you make it through the final round, your team name appears in the World Champion screen along with the trophy. A password appears—write it down and you can relive your moment of glory again and again.

After receiving high-fives from your friends and neighbors, and gloating for an appropriate period of time, press **START** or Resit to play again.



FOULS, VIOLATIONS AND TURNOVERS

FOULS

An offensive player gets to take free throws when:

- ❶ The defense commits 5 or more team fouls (2 free throws).
- ❷ He's fouled in the act of shooting, and the shot misses (2 free throws).
- ❸ He's fouled in the act of shooting, and the shot goes in (1 free throw).

For more information on free throws turn to "Free Throws" on page 29.

Violations and Turnovers

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

- ❶ **Traveling.** When your man wants to pass the ball to another player, take a shot, or shoot the ball at the basket, he stops dribbling. Once he stops, **he can't dribble again**, or the refs will call traveling. You can't move him with the D-Pad. If you do it's double-dribble and he gets called for traveling.
- ❷ **Charging** (offensive foul). You can't run into a defensive player who's set.



❸ **24 second shot clock violation.** From the moment you inbound the ball you have 24 seconds to get off a shot (one that hits the rim at least—blocked shots don't count!). You must shoot the ball to reset the clock. The 24 second shot clock is in the bottom middle of the screen.

❹ **10 second backcourt violation.** You can't stay in the backcourt killing time. You must cross the Half-Court line within 10 seconds.

❺ **Backcourt violation.** Once you advance the ball over the halfcourt line, you can't take the ball back over the halfcourt line in the reverse direction.

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

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



TIME OUTS, SUBSTITUTIONS AND THE STATS SCREENS

TIME OUTS AND PAUSING THE GAME

When you need a rest, or if your 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.

NOTE: In 2-Player CoOp mode, Player 1 must call time out.

Each team gets five 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.

- To make a substitution during play, press **C** when a foul or violation has been called on the court.

NOTE: To find out about all of the available stats, see "Statistics" on page 44.

WT	Weight (displayed in ARCADE MODE only)
POS	Position. C = Center, G = Guard, F = Forward.
NO	Jersey number
HT	Height



PORTLAND TRAIL BLAZERS							
PLAYER STATISTICS							
PLY	POS	NO	HT	WT	PPG	RPG	FT%
CLAYTON	F	25	6'	175	12.5	3.5	85%
ROBERTSON	F	22	6'	175	10.0	2.5	80%
GIBSON	G	18	6'	175	8.0	2.0	75%
BULLOCK	C	22	6'	225	15.0	4.0	80%
BOSTON CELTICS							
STONE	F	2	6'	175	1.0	0.5	70%
CHASEY	F	2	6'	175	1.0	0.5	70%
WOOD	G	2	6'	175	1.0	0.5	70%
GUNTER	G	2	6'	175	1.0	0.5	70%
COOPER	C	2	6'	225	1.0	0.5	70%
SCORE	TIME	TIME TO GO	TIME TO GO	TIME TO GO			
0	0:00	0:00	0:00	0:00			
D SUB PLAYERS		START		GO TO GAME			
D SUB PLAYERS		START		GO TO GAME			

Player Statistics Screen

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

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

You'll notice that the Player Stats and Substitution screen is divided into two parts. The top five players (starters) 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.



- Ⓛ D-Pad **left/right** to move through the players on the bench. When the guy you want to send 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 or violation 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, Year Statistics—Offense, and Year Statistics—Defense.

- Ⓛ To cycle through these screens, press **B**.
- Ⓛ To view 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 %. The number of field goals made divided by the total number of field goals attempted.
FT%	Free throw %. The number of free throws made divided by the total number of free throws attempted.
TP%	Three point %. The number of three point shots made divided by the total number of three point shots attempted.
MIN	Minutes Played.

Year Statistics—Offense

Year Statistics shows the team's offensive stats for the 1991-1992 season in graph form. These figures never change.

POS	Position
FG%	Field goal %. The number of field goals made divided by the total number of field goals attempted.
FT%	Free throw %. The number of free throws made divided by the number of free throws attempted.
PPG	Average points per game
AST	Total Assists



Year Statistics--Defense

This shows additional offensive stats for the 1991-1992 season. These figures never change. The abbreviations used are:

POS	Position
PF	Total Personal Fouls
DQ	Total Disqualifications
BLK	Total Blocks
STL	Total Steals
RBND	Total Rebounds

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

TEAM AND PLAYER CHARACTERISTICS

Your players are modeled after their real NBA namesakes using their stats from the 1991-1992 season. Game play is designed to be real. If you try to make Dennis Rodman into a 3-point threat or Tom Chambers into a point guard, you're in for a long night of losing. Try to turn the Celtics into a fastbreak team, and you may wind up turning the ball over more often. Try making the Warriors play a half-court game and you'll stunt their explosive scoring potential. Remember, play up your strengths and try to minimize your weaknesses. That's the way you win games!

APPENDIX: NBA FACTS

This appendix contains a complete listing of all the playoff rosters in BULLS VS. BLAZERS AND THE NBA PLAYOFFS.



WESTERN CONFERENCE PLAYOFF ROSTERS

*Denotes starters

POS	#	PLAYER	HT	WT
Los Angeles Lakers				
F	6	Chucky Brown	6-8	214
F-C	41	Elden Campbell	6-11	230
C	12	*Vlade Divac	7-1	250
F	45	*A.C. Green	6-9	225
F	42	James Worthy	6-9	225
F-C	14	*Sam Perkins	6-9	257
F	43	Cliff Robinson	6-9	240
G	4	*Byron Scott	6-4	200
G	34	Tony Smith	6-4	205
G	2	Rony Sparrow	6-2	175
F-G	20	Terry Teagle	6-5	200
G	3	*Sedale Threatt	6-2	185

Los Angeles Clippers

C	53	James Edwards	7-1	252
C-F	22	LeRon Ellis	6-10	240
G	23	*Gary Grant	6-3	195
G	4	*Ron Harper	6-6	198
G	30	Bo Kimble	6-4	190
F	5	*Danny Manning	6-10	234
F	3	Ken Norman	6-8	223
C	0	*Olden Polynice	7-0	250
G	25	Glenn Rivers	6-4	185
F	54	Charles Smith	6-10	244
F	35	*Loy Vaught	6-9	240
G	21	Danny Young	6-4	175



Phoenix Suns

G	15	Steve Burt	6-2	195
F	23	Cedric Ceballos	6-6	210
F	24	*Tom Chambers	6-10	230
G	14	*Jeff Hornacek	6-4	190
G	7	*Kevin Johnson	6-1	190
C	28	*Andrew Lang	6-11	250
C	9	Dan Majerle	6-6	220
F	0	Jerrod Mustaf	6-10	245
F	45	Ed Nealy	6-7	240
F	34	*Tim Perry	6-9	220
F	31	Kurt Rambis	6-8	213
C	41	Mark West	6-10	246

Portland Trail Blazers

F	31	Alaa Abdelnaby	6-10	240
G	9	Danny Ainge	6-5	185
F	2	Mark Bryant	6-9	245
C	42	Wayne Cooper	6-10	220
G	22	*Clyde Drexler	6-7	222
C	0	*Kevin Duckworth	7-2	270
F	25	*Jerome Kersey	6-7	225
G	14	Robert Pack	6-2	180
G	30	*Terry Porter	6-3	195
F	3	Cliff Robinson	6-10	225
G	8	Ennis Whatley	6-3	180
F	52	*Buck Williams	6-8	225

San Antonio Spurs

F	35	Antoine Carr	6-9	265
C	30	Thomas Copa	6-10	275
F	34	*Terry Cummings	6-9	235
F	32	*Sean Elliott	6-8	210
F	21	Sidney Green	6-9	240
G	15	*Vinnie Johnson	6-2	200
G-F	8	Paul Pressey	6-5	203
C	50	*David Robinson	7-1	235
F	5	Donald Royal	6-8	210
G	1	*Rod Strickland	6-3	175
G	23	Greg Sutton	6-2	170
G	6	Trent Tucker	6-5	193

Golden State Warriors

F-C	52	Victor Alexander	6-9	285
G	4	Vincent Askew	6-6	226
G	20	*Mario Elie	6-5	210
F	25	Chris Gatling	6-10	220
G	10	*Tim Hardaway	6-0	175
F	22	Rod Higgins	6-7	205
C-F	32	*Tyrone Hill	6-9	243
C-F	53	Alton Lister	7-0	240
G	13	Sarunus Marciulionis	6-5	200
F	17	*Chris Mullin	6-7	215
F-G	30	*Billy Owens	6-9	225
F	34	Tom Tolbert	6-7	240





Seattle SuperSonics

G	3	Dana Barros	5-11	165
C	0	*Benoit Benjamin	7-0	265
F	21	Tony Brown	6-6	195
F	44	*Michael Cage	6-9	230
F	24	Marty Corlon	6-10	224
F	8	Eddie Johnson	6-7	215
F	40	*Shawn Kemp	6-10	245
C	25	Rich King	7-2	265
F	31	Derrick McKey	6-10	225
G	10	Nate McMillan	6-5	197
G	20	*Gary Payton	6-4	190
G	22	*Ricky Pierce	6-4	215

Utah Jazz

F	21	David Benoit	6-8	225
F	40	Mike Brown	6-10	260
F	23	Tyrone Corbin	6-6	222
G-F	15	Coney Crowder	6-5	214
C	53	*Mark Eaton	7-4	290
F	30	*Theodore Edwards	6-5	200
G	24	*Jeff Malone	6-4	205
F	32	*Karl Malone	6-9	256
G	14	Eric Murdock	6-1	190
G	11	Delaney Rudd	6-2	195
G	12	*John Stockton	6-1	175
C-F	33	Bob Thornton	6-10	225

EASTERN CONFERENCE PLAYOFF ROSTERS

*Denotes starters

Chicago Bulls

G	10	B. J. Armstrong	6-2	175
C	24	*Bill Cartwright	7-1	245
F	54	*Horace Grant	6-10	220
G	20	Bobby Hansen	6-6	195
G	14	Craig Hodges	6-2	190
G	23	*Michael Jordan	6-6	198
F	21	Stacey King	6-11	230
F	53	Cliff Levingston	6-8	210
G	5	*John Paxson	6-2	185
C	32	Will Perdue	7-0	240
F	33	*Scottie Pippen	6-7	210
C	42	Scott Williams	6-10	230

Cleveland Cavaliers

G	10	John Battle	6-2	190
G	11	Terrell Brandon	6-0	180
C	43	*Brad Daugherty	7-0	263
G-F	3	*Craig Ehlo	6-7	205
F	35	Danny Ferry	6-10	245
F	32	Henry James	6-8	220
G	4	Steve Kerr	6-3	180
F-C	22	*Larry Nance	6-10	235
G	14	Bobby Phills	6-5	217
G	25	*Mark Price	6-0	178
F	33	*Mike Sanders	6-6	215
F-C	18	John Williams	6-11	245





Detroit Pistons

F	23	Mark Aguirre	6-6	232
C	0	William Bedford	7-1	235
G	32	Lance Blanks	6-4	195
G	4	*Joe Dumars	6-3	195
C	40	*Bill Laimbeer	6-11	260
F	30	Bob McCann	6-7	248
F	10	*Dennis Rodman	6-8	210
F	22	John Salley	6-11	244
F	2	Brad Sellers	7-0	227
G	11	*Isiah Thomas	6-1	182
G	5	Darrell Walker	6-4	180
F	6	*Orlando Woolridge	6-9	215

Boston Celtics

G	5	*John Bagley	6-0	205
F	33	*Larry Bird	6-9	220
G	7	Dee Brown	6-1	161
G	20	Sherman Douglas	6-1	180
G-F	44	Rick Fox	6-7	231
G	34	*Kevin Gamble	6-5	210
C	53	Joe Kleine	7-0	271
F	35	*Reggie Lewis	6-7	195
F	32	Kevin McHale	6-10	225
C	0	*Robert Parish	7-0	230
F	54	Ed Pinckney	6-9	215
C	11	Stojko Vrankovic	7-2	260

Miami Heat

G-F	2	Keith Askins	6-8	205
G	12	*Vernell Coles	6-2	182
G	21	Kevin Edwards	6-3	197
F-C	33	Alec Kessler	6-11	241
F	43	*Grant Long	6-9	230
G	23	John Morton	6-3	195
C	53	Alan Ogg	7-2	245
F	41	*Glen Rice	6-8	220
C	4	*Rory Seikaly	6-11	252
G	22	Brian Shaw	6-6	190
G	3	*Steve Smith	6-8	202
G	20	Jon Sundvold	6-2	195

Indiana Pacers

F	32	Dale Davis	6-11	230
C	54	Greg Dreiling	7-1	250
G	10	Vern Fleming	6-5	185
G	23	Sean Green	6-5	210
G-F	20	George McCloud	6-8	215
G	31	*Reggie Miller	6-7	185
F	45	*Chuck Person	6-8	225
F	11	Detlef Schrempf	6-10	230
C	24	*Rik Smits	7-4	265
F-C	41	*LaSalle Thompson	6-10	260
F	44	Ken Williams	6-9	205
G	4	*Michael Williams	6-2	175





New York Knicks

G	2	Greg Anthony	6-2	185
C	35	James Donaldson	7-2	278
C	33	*Patrick Ewing	7-0	240
G	13	*Mark Jackson	6-3	192
F	14	Anthony Mason	6-7	250
C	40	Tim McCormick	7-0	240
F	32	*Xavier McDaniel	6-8	205
F	34	*Charles Oakley	6-9	245
G	3	John Starks	6-5	185
F	55	Kiki Vandeweghe	6-8	220
G	21	*Gerald Wilkins	6-6	210
G-F	20	Kennard Winchester	6-5	212

New Jersey Nets

F-G	21	Rafael Addison	6-7	226
G	7	Kenny Anderson	6-1	168
G	10	*Mookie Blaylock	6-1	185
C	31	*Sam Bowie	7-1	240
F	44	*Derrick Coleman	6-10	230
C	22	Chris Dudley	6-11	240
C	54	Dave Felt	7-0	250
G	12	Tate George	6-5	190
G	20	Doug Lee	6-6	200
F	5	Terry Mills	6-10	230
F	34	*Chris Morris	6-8	210
G	3	*Drazen Petrovic	6-5	195

1992 EASTERN CONFERENCE ALL-STARS

*Denotes starters

Pos. #	Player	HT	WT	Team
F	34	*Charles Barkley	6-6	253 Philadelphia 76ers
F	33	*Larry Bird	6-9	220 Boston Celtics
C	43	Brad Daugherty	7-0	263 Cleveland Cavaliers
G	4	Joe Dumars	6-3	195 Detroit Pistons
C	3	*Patrick Ewing	7-0	240 New York Knicks
G	23	*Michael Jordan	6-6	198 Chicago Bulls
G	11	*Isiah Thomas	6-1	182 Detroit Pistons
F	30	Scottie Pippen	6-7	210 Chicago Bulls
F	35	Reggie Lewis	6-7	195 Boston Celtics
F	42	Kevin Willis	7-0	235 Atlanta Hawks
G	25	Mark Price	6-0	178 Cleveland Cavaliers
F	10	Dennis Rodman	6-8	210 Detroit Pistons

1992 WESTERN CONFERENCE ALL-STARS

Pos. #	Player	HT	WT	Team
G	22	*Clyde Drexler	6-7	222 Portland Trail Blazers
G	10	Tim Hardaway	6-0	175 Golden State Warriors
G	14	Jeff Hornacek	6-4	190 Phoenix Suns
F	42	James Worthy	6-9	225 LA Lakers
G	7	Kevin Johnson	6-1	190 Phoenix Suns
G	32	*Magic Johnson	6-9	220 LA Lakers
G	9	Dan Majerle	6-6	220 Phoenix Suns
F	13	*Karl Malone	6-9	256 Utah Jazz
F	17	*Chris Mullin	6-7	215 Golden State Warriors





C	50	*David Robinson	7-1	235	San Antonio Spurs
G	12	John Stockton	6-1	175	Utah Jazz
C	55	Dikembe Mutombo	7-2	255	Denver Nuggets

NBA TEAMS

Western Conference

Pacific Division

Golden State Warriors
Los Angeles Clippers
Los Angeles Lakers
Phoenix Suns
Portland Trail Blazers
Sacramento Kings
Seattle SuperSonics

Midwest Division

Charlotte Hornets
Dallas Mavericks
Denver Nuggets
Houston Rockets
Minnesota Timberwolves
San Antonio Spurs
Utah Jazz

Eastern Conference

Atlantic Division

Boston Celtics
Miami Heat
New Jersey Nets
New York Knicks
Philadelphia 76ers
Washington Bullets

Central Division

Atlanta Hawks
Chicago Bulls
Cleveland Cavaliers
Detroit Pistons
Indiana Pacers
Milwaukee Bucks
Orlando Magic



Selected for Most All-Star Games

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

Recent Playoff Finals Most Valuable Player (MVP)

Year	Player	Team
1992	Michael Jordan	Chicago
1991	Michael Jordan	Chicago
1990	Isiah Thomas	Detroit
1989	Joe Dumars	Detroit
1988	James Worthy	LA Lakers
1987	Magic Johnson	LA Lakers
1986	Larry Bird	Boston
1985	Kareem Abdul-Jabbar	LA Lakers
1984	Larry Bird	Boston
1983	Moses Malone	Philadelphia
1982	Magic Johnson	LA Lakers
1981	Cedric Maxwell	Boston
1980	Magic Johnson	LA Lakers



Recent NBA Champions

Year	Champion
1992	Chicago 4, Portland 2
1991	Chicago 4, LA Lakers 1
1990	Detroit 4, Portland 1
1989	Detroit 4, LA Lakers 0
1988	LA Lakers 4, Detroit 3
1987	LA Lakers 4, Boston 2
1986	Boston 4, Houston 2
1985	LA Lakers 4, Boston 2
1984	Boston 4, LA Lakers 3
1983	Philadelphia 4, LA Lakers 0
1982	LA Lakers 4, Philadelphia 2
1981	Boston 4, Houston 2
1980	LA Lakers 4, Philadelphia 2



CREDITS

Design and Programming John Novak, Lisa Ching

Original Design Robert Weatherby

Art Cynthia Hamilton, Paul Vernon

Producer Don Traeger

Assistant Producer Todd Gilliland

Technical Director Robert Harris

Sounds and Music Michael Bartlow

Product Management Gary Gettys

Package Art Direction Nancy Waisanen

Package Design E.J. Sarraille Design Group

Cover Photo Courtesy of NBA Photos

Documentation R.J. Berg, J. Poolos, Marti McKenna

Documentation Design & Layout Corinne R. Mah

Testing Ken Rogers, Kevin Hogan

Testing Manager Randy Delucchi

Quality Assurance Terrence Chin, Walter Ianneo



ELECTRONIC ARTS LIMITED WARRANTY

WARRANTY—Electronic Arts warrants to the original purchaser of this Electronic Arts 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 Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. 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 Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS—THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. 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 ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT.

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.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$20.00.

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 572-9448 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

In Australia and New Zealand, contact: Electronic Arts Pty. Limited, P.O. Box 539, Ashmore City, Queensland, 4214, Australia. Phone: (075) 911 388



Need a Hint? CALL

1-900-288-HINT
1-900-288-4468
24 Hours a day, 7 days a week!

95¢ for the first minute, 75¢ for each additional minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone and is only available in the US. Call length determined by user; average length is four minutes. Messages subject to change without notice.

Unless indicated otherwise, all software and documentation is ©1993 Electronic Arts. All Rights Reserved.

This game is licensed by Sega for play on the SEGA GENESIS SYSTEM. "SEGA" and "GENESIS" are registered trademarks of Sega Enterprises, Ltd.

BULLS VS. BLAZERS and the NBA® Playoffs™ ©1993 Electronic Arts. All rights reserved.

The individual NBA team insignias are trademarks which are exclusive property of the respective teams and may not be reproduced without the written consent of The NBA logo is a registered trademark of NBA Properties, Inc.



NOTES

CALL A BROTHER

...the

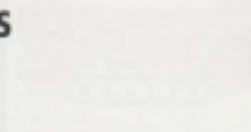
... ..

... ..

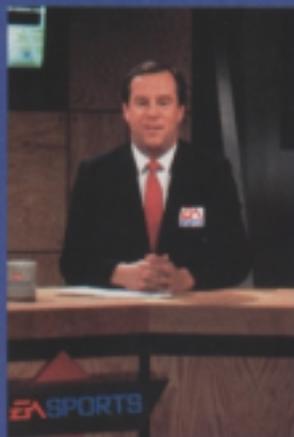
... ..



NOTES



NOTES



SPORTS
BYLINE
U S A

Ron Barr, sports anchor, EA SPORTS

Emmy Award-winning reporter Ron Barr brings over 20 years of professional sportscasting experience to EA SPORTS. His network radio and television credits include play-by-play and color commentary for the NBA, NFL and the Olympic Games.

In addition to covering EA SPORTS sporting events, Ron hosts Sports Byline USA, the premiere sports talk radio show broadcast over 100 U.S. stations and around the world on Armed Forces Radio Network and Radio New Zealand.

Barr's unmatched sports knowledge and enthusiasm afford sports fans everywhere the chance to really get to know their heroes, talk to them directly, and discuss their views in a national forum.

EA
SPORTS
ELECTRONIC ARTS

LISTEN IN!

Tune in to SPORTS BYLINE USA for the ELECTRONIC ARTS SPORTS TRIVIA CONTEST for a chance to win a free EA SPORTS game. Check local radio listings.

10:00 p.m. to 1:00 a.m. E.T.
9:00 p.m. to 12:00 a.m. C.T.
8:00 p.m. to 11:00 p.m. M.T.
7:00 p.m. to 10:00 p.m. P.T.

EA SPORTS PRESENTS

JOHN MADDEN FOOTBALL™ '93

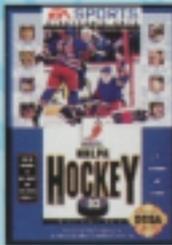
The best selling football videogame now includes 28 1992-93 pro teams plus the 8 Greatest Ever teams and 2 All-Madden teams. New Split Playcalling screen, "No Huddle" offense and John Madden's color commentary add a whole new dimension to gameplay.



NHLPA™ HOCKEY '93

Over 500 real players have skated into the hot sequel to NHL™ Hockey. Faster, more aggressive goalies now lunge and dive for tricky shots. Hard-checking defensemen take on the slower, more agile forwards of the NHLPA.™

Track your player and team stats throughout the playoffs—no more lengthy passwords—all data is saved right on the cart!



TONY LA RUSSA BASEBALL™

Take command of your favorite major league players and lead them through an entire 162 game season of big league baseball. Compile player stats, check league leaders, even select your own All-Star team on your quest to recapture the league pennant under the guidance of the best manager in baseball, Tony La Russa!



PGA TOUR™ Golf II

Enter the world of big-time golf, competing against 60 PGA TOUR pros. 7 courses, a unique 3-D putting grid, and the all new skins challenge. Battery back up to save your games and track your stats.





NBA

