NBA HANG TIME ™*

MIDWAY

INSTRUCTION BOOKLET

OFFICIAL NBA PRODUCT LICENSED

NINTENDO 64

Nintendo®

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MIDWAY

*T*his seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Original Nintendo Seal of Quality ™

Thank you for selecting the NBA HANG TIME™* Game Pak for the Nintendo® 64 System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

TABLE OF CONTENTS

GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- Turn the power **OFF** on your N64.

- Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.

- Turn the power switch **ON**. After the appearance of the title and legal screens, you may bypass at any time by pressing **START**.
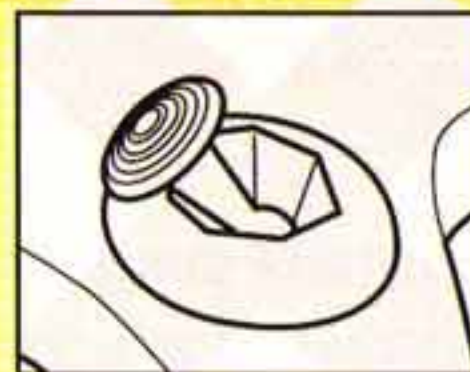
RESET

Delete Files Menu

Press and hold the **START Button** upon powering up or a reset to access the Delete Files Menu. This will allow you to view and delete saved information off an N64 Controller Pak.

CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analogue system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.
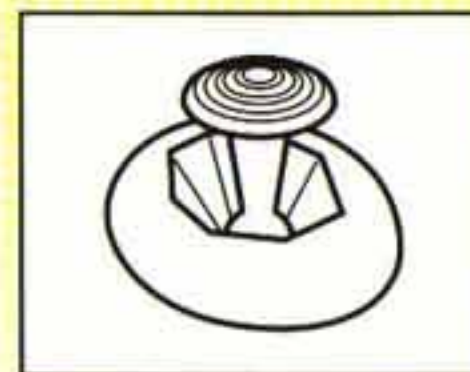
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

CONTROLS

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

L Button   R Button   Left C Button

Top C Button

Control Pad   Right C Button

Bottom C Button

Start Button

Z Button
(Underneath)   Control Stick   B Button   A Button

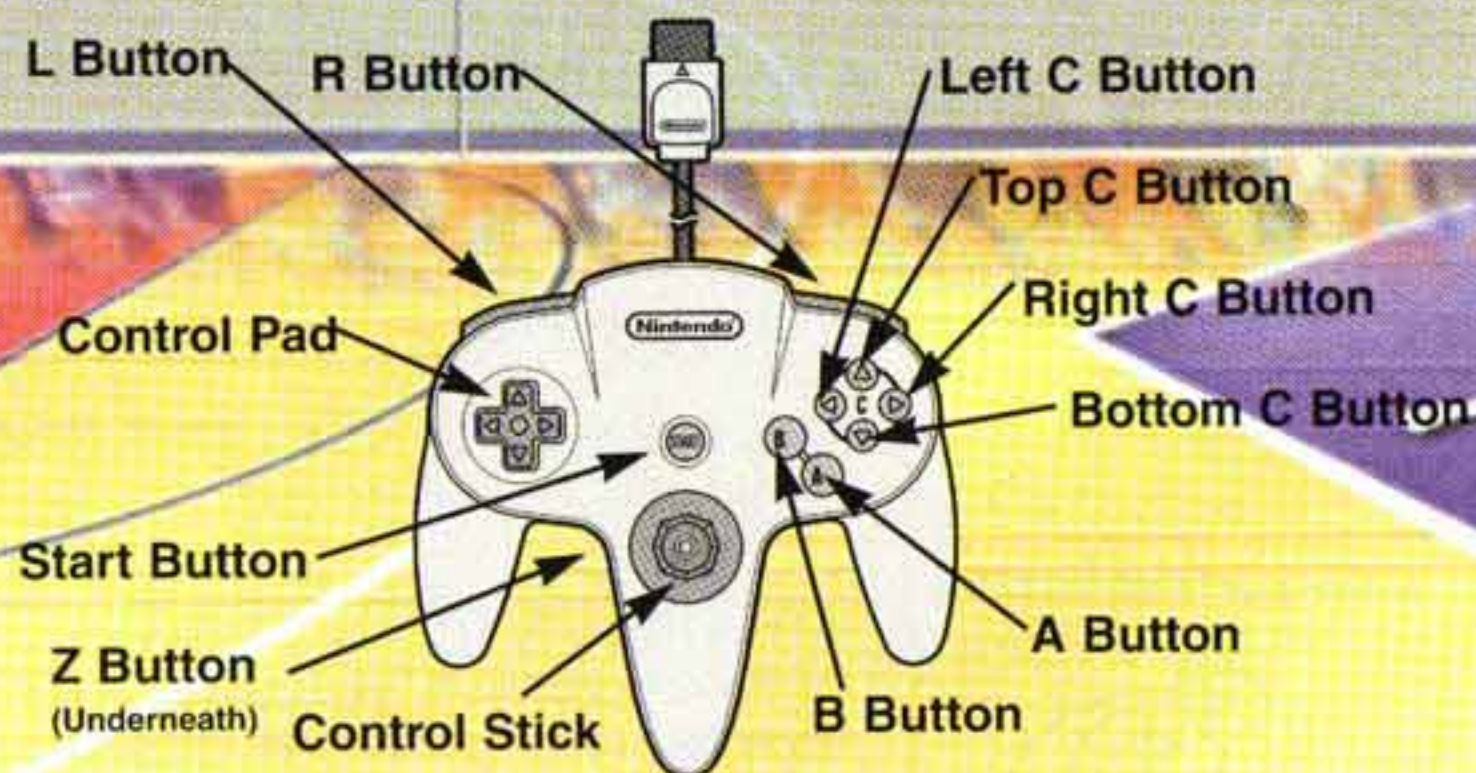## Defaults

Offense:

Turbo	**A Button**	
Shoot	**Bottom C Button**	
Pass	**Right C Button**	

Pause   **START Button**

Defense:

Block/Rebound	**A + Bottom C Button**	
Steal	**Right C Button**	
Hard Contact	**A + Right C Button**	

See **Cool Moves**, pg. 17, for descriptions and controls of special moves.

Multiple Players - *NBA HangTime* supports up to 4 players. At anytime before or during a game, players can begin or join a game in progress automatically by picking up a controller and pressing the **START Button**.

Start/Options - At the Demo or Title Screen, press the **START Button** to view the Start/Options Screen. Press your **Control Pad Up** or **Down**, then press **START** to select **Start Game** and view the Controller Port Screen. Press your **Control Pad Left** or **Right** to highlight the controller port you want to use, then press **START**. Up to 4 players may use this screen to select their teammates and pre-ferred controller port. After players make selections, the Main Menu appears. Select **Options** to go to the Options Screen (next page).

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OPTIONS

Make modifications to your game's default configuration. To make changes, press your **Control Pad Up** or **Down** to highlight the option you want to change, then press **START** to view the menu of that option. Here are the options:

Switches

• **Tournament Mode** - Turn this setting **ON** or **OFF** (default). With Tournament Mode **ON**, the game disables all Power Ups and Computer Assistance (see below). Turn this option **OFF** to enable Computer Assistance and special Power Ups.

• **Big Head** - Choose between a large or normal sized head for your player.

• **Tag Arrow** - Add or remove the tag arrow above your player.

• **Shot Clock** - Disable or enable the 24 second shot clock.

• **Computer Assistance** - When set to **ON**, a CPU controlled team will always keep the games competitive. If you achieve a large lead against the CPU, they'll step up their intensity to close the gap.

Settings

Press your **Control Pad Left** or **Right** to fine tune the levels of the **Sound Effects** (SFX) and **Music**. You can also fine tune the game's **Difficulty** level and the speed of the game **Clock**.

Controller

Configure your controller any way you like. Here's how:

Press your **Control Pad Up** or **Down** to highlight the control you want to modify, then press the button that you would like to control that specific function. The button you pressed will appear under the function you selected. If you make a mistake or change your mind, press the same button again to remove it from that function. You configure any button with any function; even multiple buttons for the same function. **Note**: The Controller Configuration option will only be available to the controller that accessed the Options Menu.

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At the Title Screen, press the **START Button** to view the Main Menu. Press the **Control Pad Left** or **Right** to highlight an option, then press the **A Button** to select one of these three options:

Enter Name

This option first takes you to the Enter Name Screen. Up to 4 players can enter initials and pin numbers. This process allows the game to accumulate your personal stats each time you enter your name and pin number prior to each game.

If you've created a player character, enter the name you chose when you created your player (see **Create Player**, pg. 9). The game will make that character available at the Select Team Screen (see **Selecting Your Team**, pg.13). To enter your name:

1   Press your **Control Pad Up**, **Down**, **Left** or **Right** to highlight characters, then press the **A Button** to select. Repeat step **1** to enter the characters you want. Select the **SPC** (space) to separate letters or **DEL** (delete) to fix mistakes.

2   Select **END** to enter the name, and go to the Enter Pin option.

3   Repeat the above process to select a personal pin number for your name. If you've entered a created player's name at the Enter Name Screen, enter the pin number you chose for that player. His or her name will appear at the Select Team Screen (see **Selecting Your Team**, pg. 13).

Select Teams

Select this option to go directly to the Select Team Screen. You can select the team you want, then get right on the court quick and easy (see **Selecting Your Team**, pg. 13).
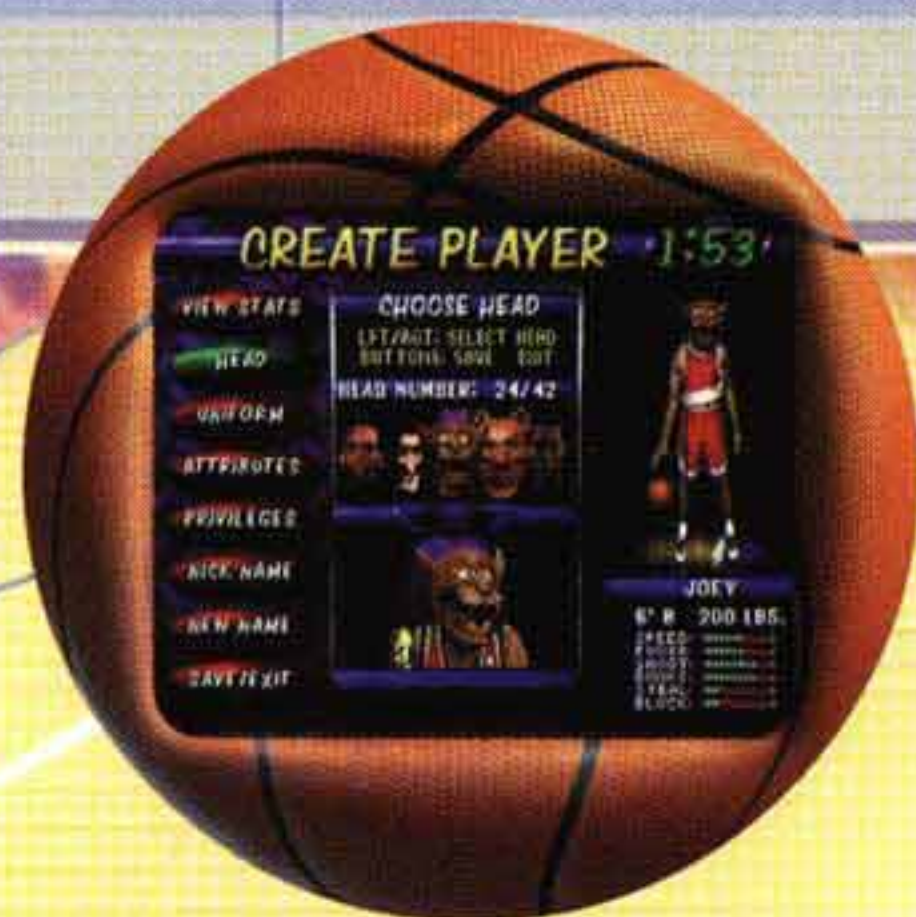
This option lets you create your own character, and take on the NBA's best players. You can also modify a previously created player. Prior to any game you play, you can enter your created player's name and pin number. The new character will then be available at the Select Team Screen (see **Selecting Your Team**, pg. 13).

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

Enter Name/Pin

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

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

2 Repeat step **1** until up to six characters have been entered. Select the blank area (space) to separate letters or the arrow icon (delete) to fix mistakes.

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

4 Repeat steps 1 and 2 in the above process to select a personal pin number for character. When you've finished, the will tell you whether your character has or doesn't have a record.

• View Stats

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

• Head

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

• Uniform

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

Note : Custom uniform colors cannot be changed.

SAVING CREATED PLAYERS

NBA Hangtime will only save created players if an N64 Controller Pak (sold separately) is inserted into your controllers. Otherwise, data will be lost when you reset or power down.

• Attributes

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

```
ADJUST ATTRIBUTES
UP/DWN: MOVE CURSOR
LFT/RGT: ADJUST ATTRIB
BUTTONS: SAVE  EXIT
TOTAL POINTS: 0/40
*HEIGHT
*WEIGHT
*SPEED
*POWER
*SHOOT
*DUNKS
*STEAL
*BLOCK
```

As you make changes, your attributes will change in the window below your player's likeness. When you've finished, press any button to exit the option.

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

Here are your choices:

No Tag Arrow

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

```
CHOOSE PRIVILEGES
UP/DWN: MOVE CURSOR
LFT/RT: TOGGLE CHECK
BUTTONS: SAVE  EXIT
CHECK 2 OF THE 6
  NO TAG ARROW
✓ STEALTH TURBO
  BIG HEAD
  HIDE ATTRIBUTES
  DRONE BIG HEAD
✓ SUPER REBOUND
  SMARTER DRONE
```

Stealth Turbo

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

Big Head

This option places a large head on your character.

Hide Attributes

If you choose this option, your opponent won't be able to see your distribution of attribute points at the Select Team Screen (see **Selecting Your Team**, pg. 13).

Drone Big Head

You can place a large head on your drone with this option.

Super Rebound

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

Smarter Drone

If your teammate is controlled by the CPU, this option will make him smarter and play better than the average drone. You need to obtain 70 attribute points before you may select this privilege.

• **New Pin** - You can change your player's pin number (see **Enter/Name Pin**, pg. 9).

• **New Name** - Change your player's name using this option (see **Enter/Name Pin**, pg. 9).

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

Special Codes
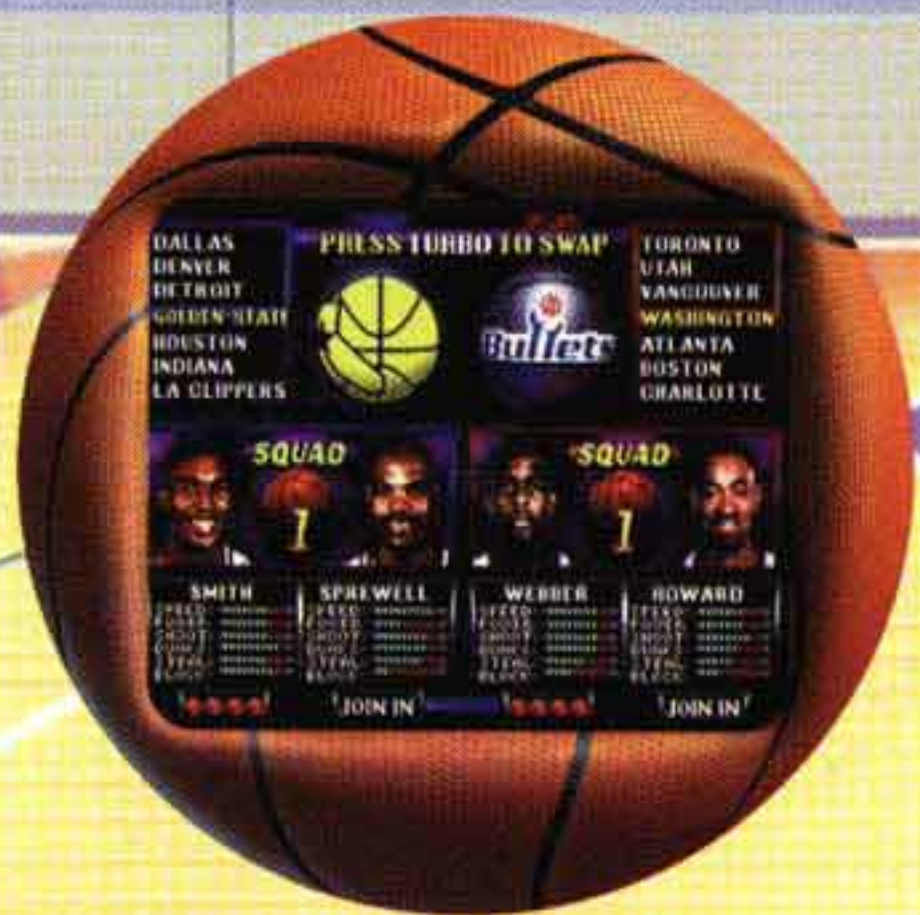
The Select Team Screen displays the players and teams available in the game. Press your **Control Pad Up** or **Down** to move the team you want over the red or blue center line in the selection window. Press the **Control Pad Left** or **Right** or the **A Button** to view the 20 available 2-man squads for the team you chose.

As you cycle through the squads, their player attributes appear in the window below their faces. Press the **Right C Button** to view Team Stats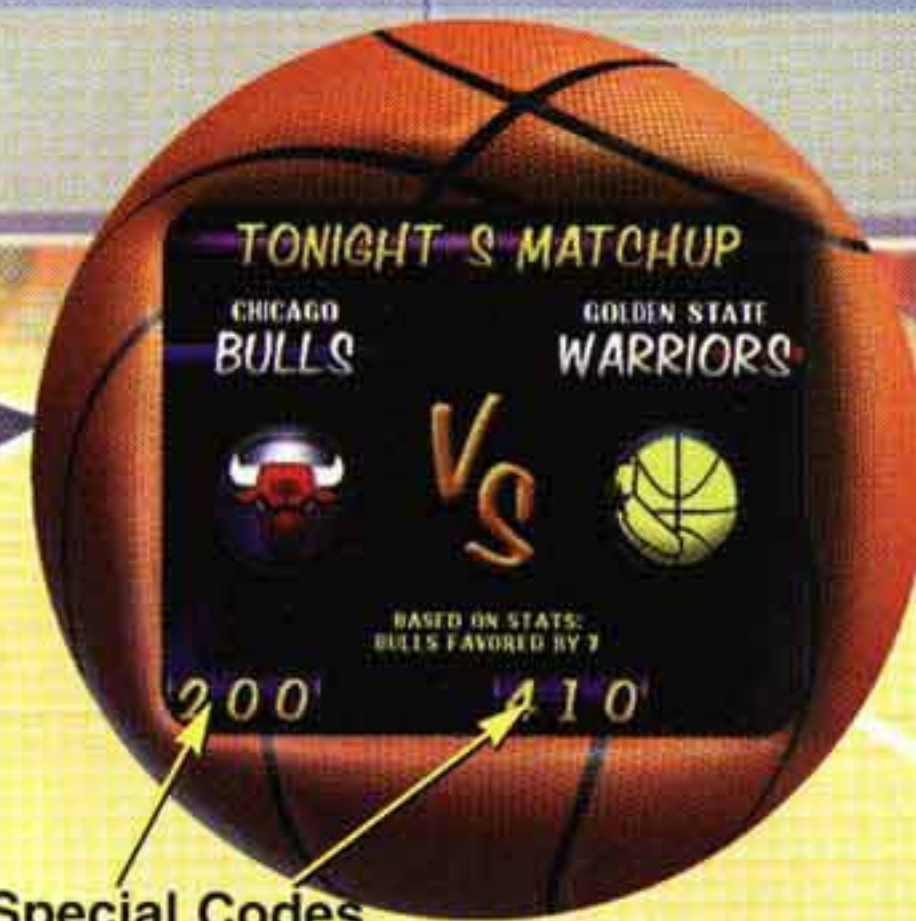. When you find the players you want, press the **Bottom C Button** to select them and go to the MatchUp Screen. Press the **Right C Button** to display team stats.

The Matchup Screen displays the names and logos of the two competing teams. At the bottom portion of the screen, there is a three digit area to enter special codes just like the arcade game. You can enter codes by pressing the **A Button** (first digit), **Bottom C Button** (second digit) or the **Right C Button** (third digit).

To input more than one code, follow the procedure above, then quickly press the **Control Pad Right** and **Down**. The number you entered first will flash and remain on-screen. At this point, you can enter another number before the game starts. The first number you entered will be stored, as well as the second one.

Tip: Do this procedure quickly, or you'll run out of time.

These codes can be found in magazines, strategy guides, the internet or with a little experimentation on your part!

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

Turbo Meter
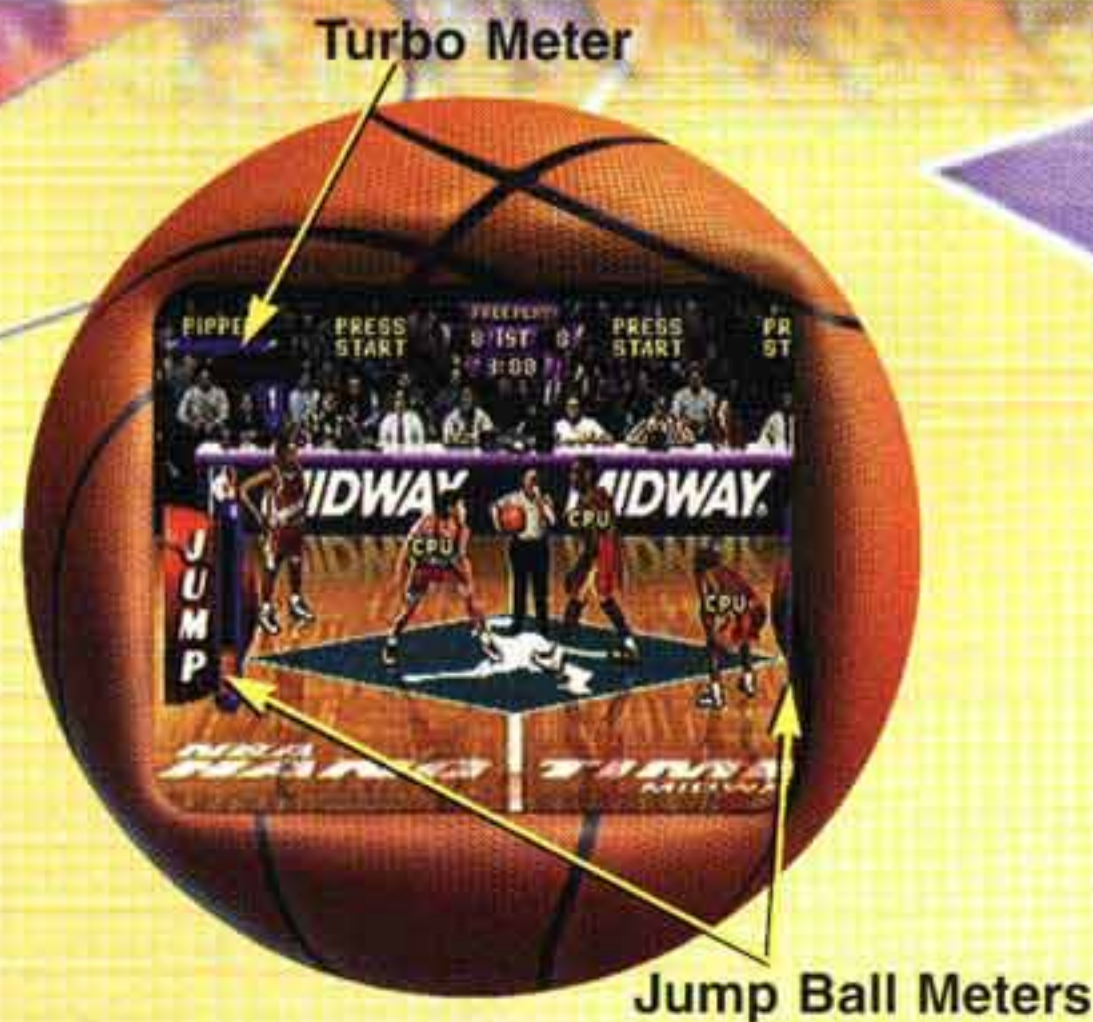
Jump Ball Meters

Jump Ball Meter

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

Turbo Meter

The top of the screen displays a colored Turbo Meter under the names of the four players on the court. As you use your turbo, the **Blue** (Player 1), **Green** (Player 2), **Yellow** (Player 3) or **Red Bar** (Player 4) diminishes until it's gone. It recharges automatically when you aren't using it.

Tag Arrow (Player 1)   Scoreboard

Scoreboard

At the top of the screen, the Scoreboard displays the score of the game, the Quarter and the Time remaining.

When the clock is under one minute, it's displayed on-screen until time expires.
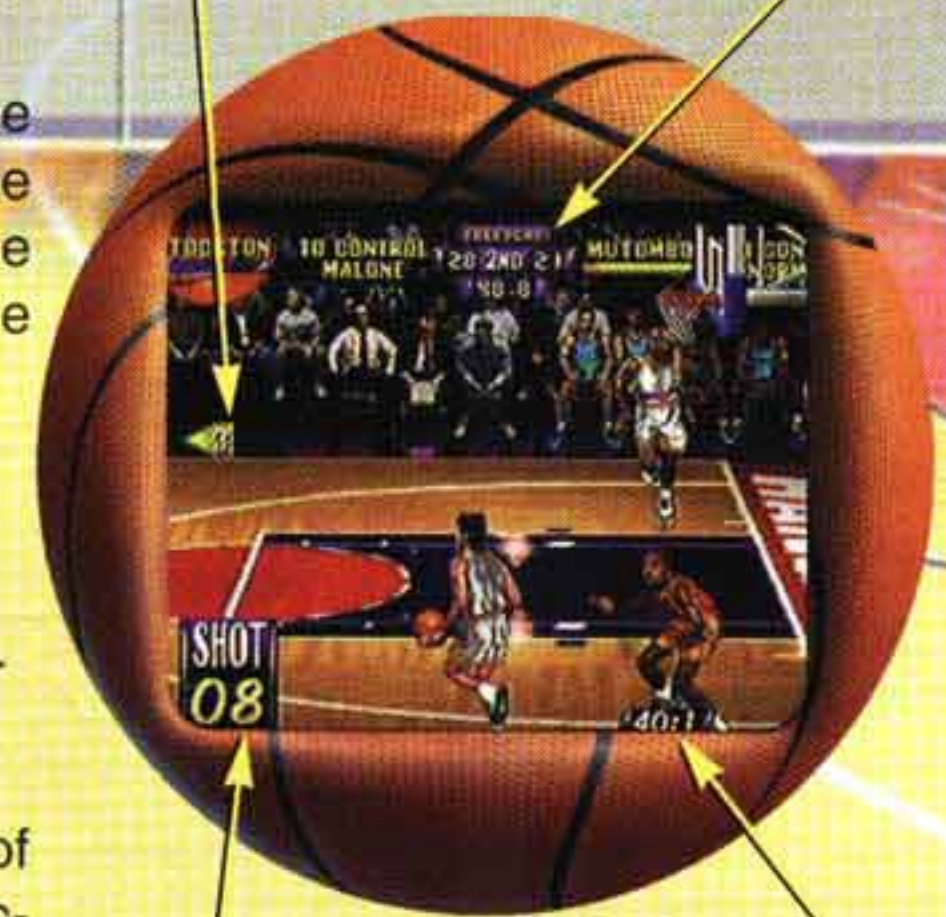
Shot Clock   Period Time Remaining

Shot Clock

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

Tag Arrow

Above each player's head is a numbered arrow displaying a 1, 2, 3 or 4. The number lets players 1 through 4 know what player they are controlling on the court. When a player is off-screen, the arrow moves to the side of the screen, pointing to the location of your player.

This is the fun stuff. To learn the cool moves in *NBA HangTime,* read through the following information:

Dribbling

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

Shooting

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

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

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

Passing

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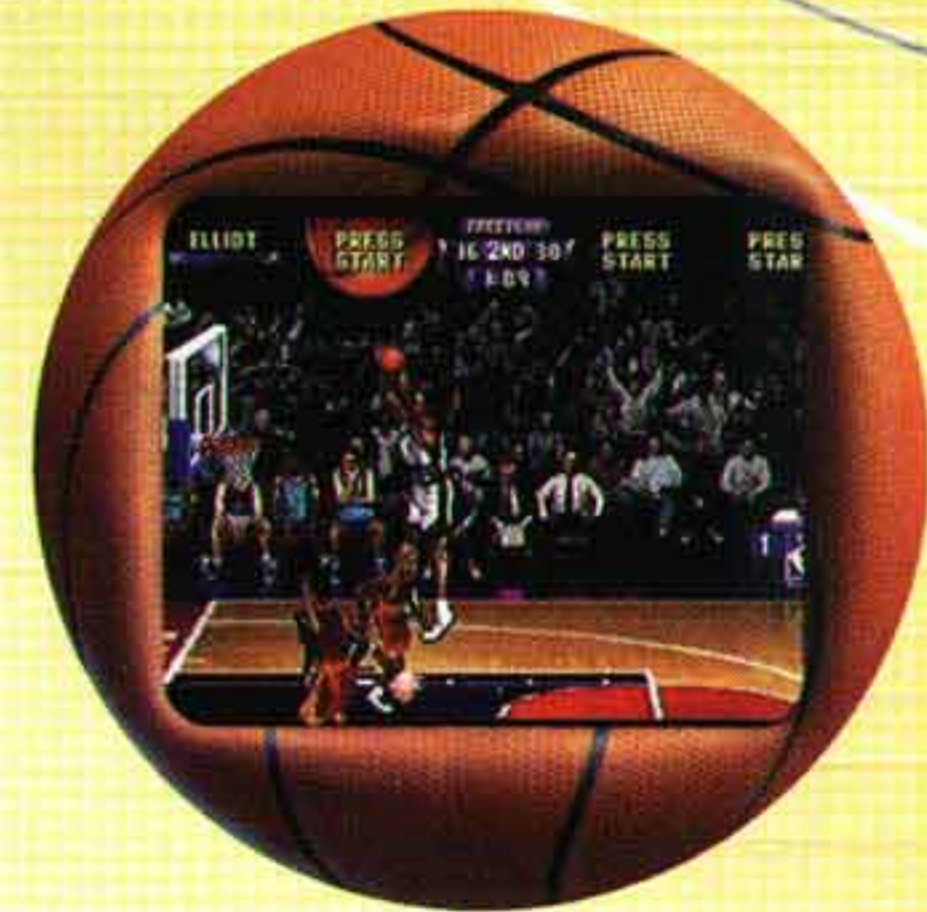
Rebounding

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

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

COOL MOVES

On Fire!

A player who sinks three hoops in a row becomes *On Fire*. The ball will smoke when he gains possession. When he shoots the ball, he has a much greater chance of making any shot he throws. Take full advantage of a teammate who's *On Fire*. It's no time to be a ball hog. To extinguish a player who's *On Fire*, the opposing team needs to make just one basket.
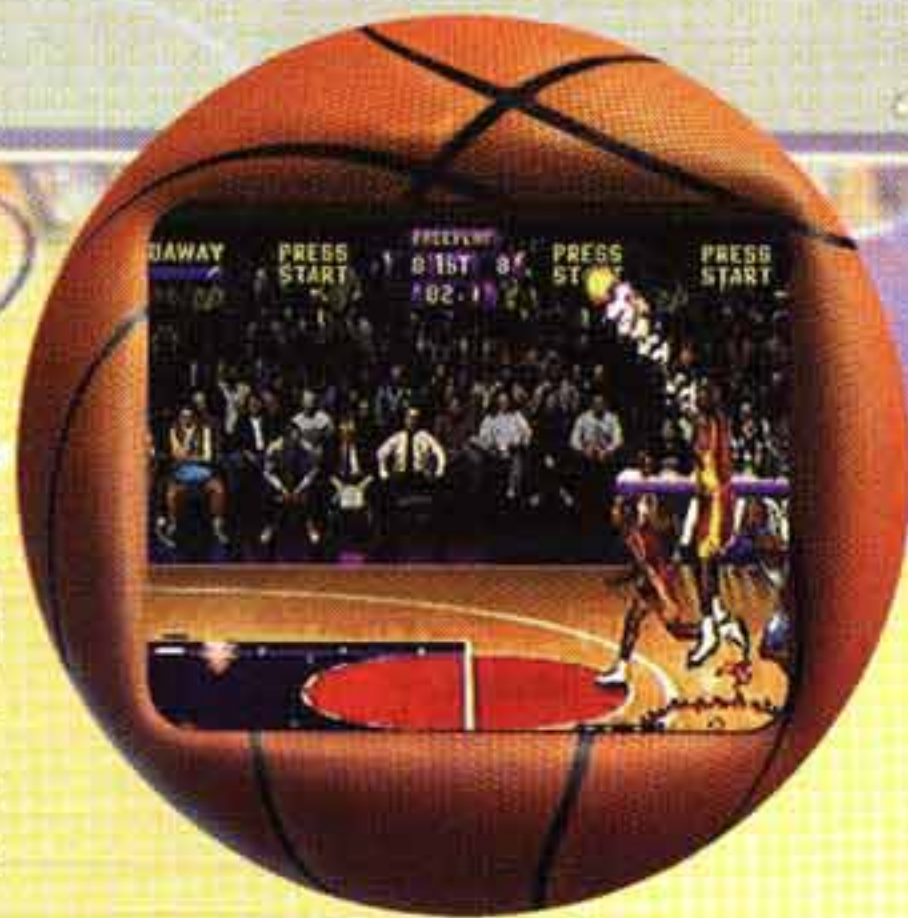
When a team of players do three Alley Oops or Double Dunks in a row, you achieve *Team Fire*. At this point, both players are on fire for 25 seconds of possession time. The Team Fire clock will appear and count down. It will stop when the team that's *On Fire* does not have possession. Take your opponents to town and start a run. To stop *Team Fire*, the opposing team must complete an Alley Oop or Double Dunk. If a player or team is *On Fire* at the end of a quarter, they will still be *On Fire* to start the next quarter.

Hard Contact

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

Spin Move: As you dribble, quickly tap the **Turbo Button** twice.

COOL MOVES

The Alley Oop!

Yes, the most exciting part of the game! Dazzle your friends with this one. As you go hard toward your net, watch for your teammate flying toward the net.

When he jumps high and <u>flashes</u> in the air, press the **Pass Button** to dish the ball off. If all goes well, he'll slam it home! Press **Turbo** and the **Shoot Button** together to go up yourself.
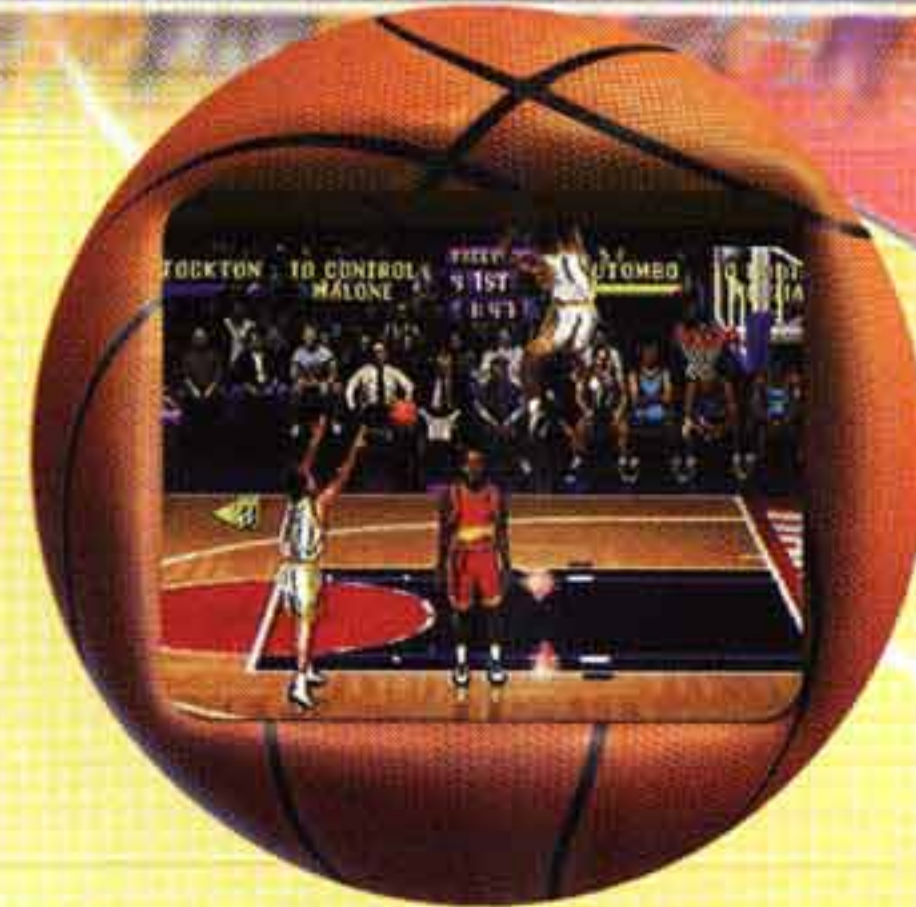
Blocking Shots

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

Head Fake

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

Clearing Out

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

COOL MOVES

The Double Dunk

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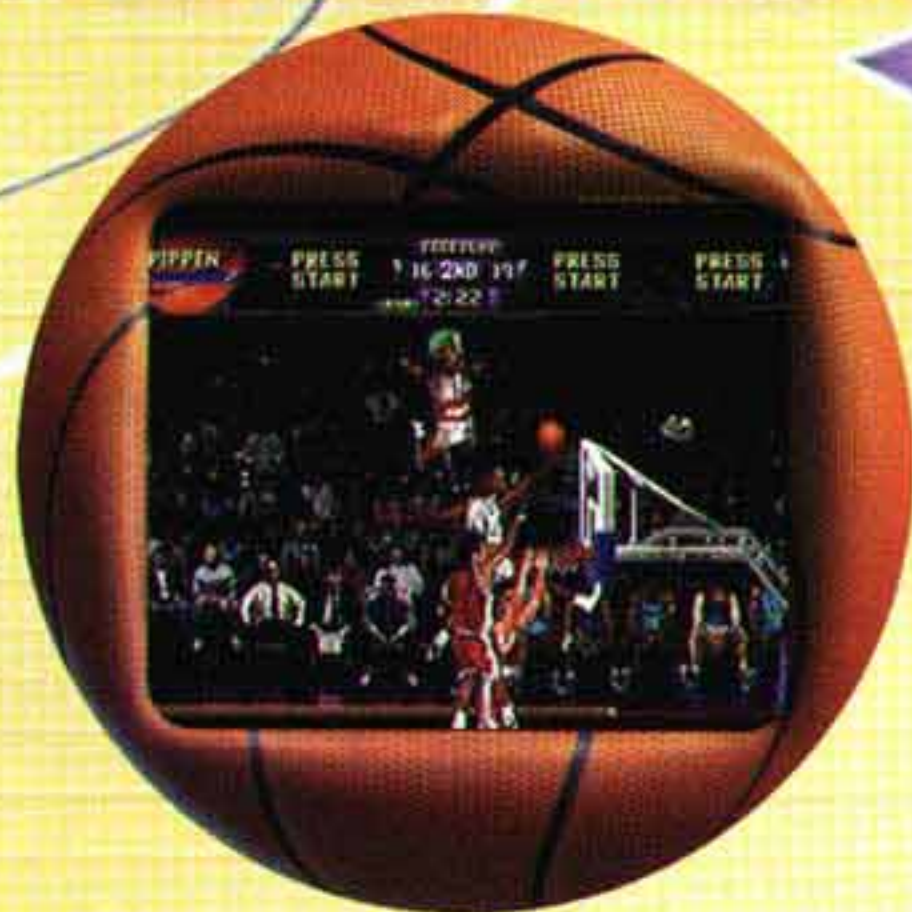
Repeat this move, then leave your opponents guessing if you'll pass or not. Either way, you should be able to score. The player without the ball must press the **Turbo** and **Shoot Button** to jump high toward the net, behind the teammate carrying the ball.

TIP: A player's attributes will tell you what skill he is best able to perform. A good shooter will make more 3-pointers, a power player will get more rebounds and be harder to clear out, and a dunker will do higher, more exciting dunks. Remember this when you select a player (see **Selecting Your Team**, pg. 13).

SUBSTITUTION

At half time, you have the opportunity to substitute one or both players. You won't be able to change teams, so you'll have to select different players from the team you chose prior to the game. At the Substitution Screen, press your **Control Pad Left** or **Right** to cycle through the available players, then press the **Down C Button** to return to the floor.

STATISTICS

At Halftime, the Halftime Stats Screen will appear with current game stats for all four players in the game. If a player is On Fire at the end of a half, his stat window will have fire on its border. At the end of the game, the End Game Stats Screen will appear. Like the Halftime Stats Screen, the Player of the Game will flash.

Following the End Game Stats Screen, the Scoring Breakdown Screen appears.

It displays the breakdown of point totals for each quarter.

COACHING TIPS

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

HIGH SCORES

High scores are automatically entered into memory when you finish a game. To achieve a high score, a player must complete a minimum of 5 games. If you played well enough, the name you entered prior to the game will appear on the High Scores. The high scores will then be displayed in the demo mode following a game. Press the **B Button** to cycle through them, or press **START** to return to the Main Menu.

Keep a hard copy of your scores here!

PLAYER	SCORE	PLAYER	SCORE

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