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To play, complete the information requested on this entry form, and mail **to arrive no later than July 27, 1992,** to:

Konami Triple Sweeps
P.O. Box 83168
Milwaukee, WI 53224

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INSTRUCTION BOOKLET

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WELCOME TO THE WORLD OF KONAMI!

You're the playmaker in KONAMI's jammin' version of Double Dribble—5 on 5 for Game Boy. We suggest you read the following instructions before heading on to the court.

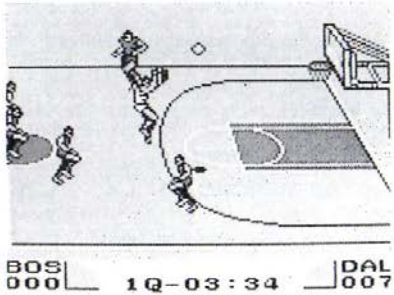
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5 ON 5 ACTION MAKES THIS GAME A PERFECT 10

From the beginning tip-off to the final buzzer you'll experience ultimate pro-style basketball in the only 5 on 5 match up for Game Boy. It'll take more than a good eye and fast hands to be named king of this court. You'll need to be a top notch strategist, because each team has strengths and weaknesses to contend with, making this about the closest you can get to the big time without a multi-million dollar contract.



SOME TIPS BEFORE THE TIP-OFF

First, insert the Game Pak into Game Boy with the label facing outward. Next, turn Game Boy on and press Start to advance to the title screen. When the title screen appears, press the Control Pad Up or Down to select either the 1 PLAYER Mode (you against the computer) or VERSUS Mode (you against a friend with another Game Boy and game). Press the Start Button to lock in your selecton.



1 PLAYER MODE–TAKE THE COMPUTER TO SCHOOL

Pick your team from the Team Select screen. Press the Control Pad to the Left or Right to scan your choices, then press the A Button to lock in your selection (see pages 8 and 9 for teams' strengths and weaknesses). Now use the Control Pad in the same way to pick the computer's team, then press the A Button to go to the Time Select screen.



IT'S JUST ABOUT GAME TIME

Push the Control Pad Up or Down to select 5, 10 or 15 minute quarters. Then press the A Button and you'll go straight to the tip-off.

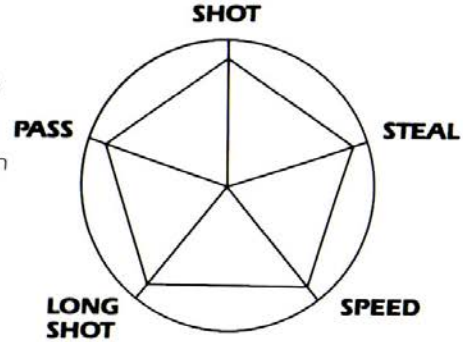
Push the Control Pad Up or Down to select levels 1, 2 or 3, 3 being the most difficult. Then press the A button and you'll go straight to the tip-off.

NOTE: If it's all tied up at the end of regulation, the winner will be determined in sudden death overtime.

THE SCOUTING REPORT

There are eight teams to choose from. The diagram on each team's screen shows how the team rates in five key areas: shooting, stealing, speed, outside shooting and passing.

The closer each point of the pentagon is to the outer circle the better the team performs in that particular skill. As you press the Control Pad to scan the teams, you'll see that each team is better at some skills than others. Here's how the clubs shape up:



BOSTON FROGS
A little green on defense, but more than makes up for it with fast break ability and passing effectiveness.

NEW YORK EMPIRES
These guys stand above the others in dribbling and outside shooting. Although, good teamwork is not their specialty.

ATLANTA EAGLES
Pass work and defense soar above the rest. Weak inside play. Strong mid-range scoring.

DETROIT WHEELS
Passing and defense are weak, but speed and scoring ability can really get this team rolling.

CHICAGO BISONS
Great range of talent. Passing can make or break them. Defense is major strength.

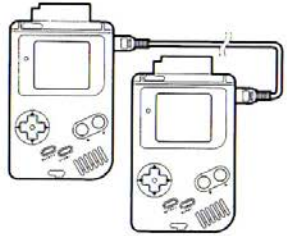
DALLAS MUSTANGS
When it comes to passing these guys don't horse around. Extra strong in second and third quarter. Strong shooting from 5 to 15 feet out.

PORTLAND SCOUTS
Can get out ahead of you with speed and defense. Not great shooters from outside, but love to run and gun nevertheless.

LOS ANGELES WAVES
High scoring and strong inside play can turn the tide for this team. Attack oriented. Great shooters from the outside.

2 PLAYER MODE– GO IN-YOUR-FACE-TO-FACE WITH A FRIEND

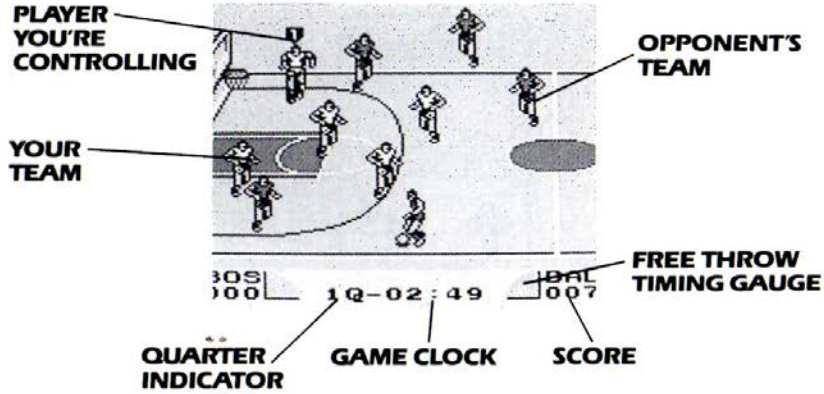
In the VERSUS mode two people can play each other by hooking the Game Link™ Connector Cable between two Game Boys. Two Double Dribble – 5 on 5 Game Pak are required. Connect the cables as shown here, make sure the cartridges are properly inserted, then turn the power ON. After the title screen has appeared on both units, select the VERSUS Mode on one of the two units. The player that selects the VERSUS Mode will become the team on the left (visitor team, white jerseys). The other player becomes the team on the right (home team, dark jerseys).



The player playing visitor selects his team first, then locks in his selection by pressing the Start Button. The player playing the home team selects his team and then locks in his selection by pressing the Start Button too (see 1 PLAYER MODE, page 6 for how to select a team). Either player can press the Start Button to begin play.

NOTE: Only one Game Pak included in a package. Game Link not included.

THE COURT IS IN SESSION



CONTROLLING YOUR PLAYERS

NOTE: You control the player that is below the cursor.

CONTROL PAD

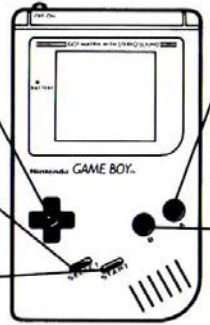
Defense: Press to move player.
Offense: Press to move player. Also used to direct pass.

SELECT

Not used during game play.

START

Press during game to pause. Press again to resume play.



A BUTTON

Defense: Move defender in front of player with ball and press A Button to steal.
Offense: Press Control Pad in direction of desired teammate, press A Button to pass.

B BUTTON

Defense: Use to change player you control. When pressed, player closest to ball becomes defender.
Offense: Press to shoot a field goal. Press and release to shoot a free throw.

FREE THROWS

When one of your players is fouled he'll go to the charity stripe. To shoot the free throw, press and release the B Button. When the B Button is pressed, the Timing Gauge next to your score appears and the dot starts moving up the arc. Shot percentage is highest when B Button is released as the dot nears the 50 degree mark (see page 11 for gauge).

JUMP BALL

After the whistle, press the B Button. A well-timed press gives your team the ball.



THE STUFF DREAMS ARE MADE OF

Thrill the crowds with a rim-rockin' jam. Just drive the lane without drawing a foul and press the B Button. But remember, timing's everything.



DON'T RULE OUT THE POSSIBILITY OF FOULS AND VIOLATIONS

FOULS

A foul is called when a player intentionally makes contact with an opponent. Or, when a player engages in unsportsmanlike conduct. Two Free Throws are awarded to the player who has fouled.

A Blocking Foul is called when a player uses elbows or knees to push, or to obstruct the movement of the offensive player.

VIOLATIONS

The opposing team will inbound the ball when a violation occurs, including: traveling, 5-second violation, over-and-back, and the 30-second rule.

Triple Sweeps OFFICIAL SWEEPSTAKES RULES

1. **NO PURCHASE NECESSARY.** To enter the Konami® "Triple Sweeps" Sweepstakes, check off which sweepstakes you want to enter, and print your name, age, address and phone number on the official entry form provided in the Double Dribble® 5 on 5™, Blades of Steel® and World Circuit Series™ Game Boy® games from Konami and Ultra, and mail to: Konami Triple Sweeps, P.O. Box 83168, Milwaukee, WI 53224. Be sure to write on the back of your mailing envelope which sweeps you are entering, or your entry will be disqualified. You may also obtain an entry form by sending your request and a self-addressed stamped envelope to: Triple Sweeps Entry Request, P.O. Box 23321, Milwaukee, WI 53224. WA and VT residents need not affix return postage. All requests must be received by June 12, 1992. Each entry must be mailed separately. Only original entry forms will be eligible. Entry form must be obtained legitimately; no reproductions will be accepted. ***All entries must be received by July 27, 1992.***

2. **RANDOM DRAWING FOR PRIZES** will be held on or about August 3, 1992. Drawings will be conducted by The Merchandise Center, an independent judging organization, whose decisions are final. No responsibility is assumed for lost, damaged, late, misdirected, illegible, incomplete or postage-due entries. All entries become property of Konami Inc., and none will be returned. Odds of winning depend on the number of entries received. Unclaimed or forfeited prizes will not be awarded.

3. **SWEEPSTAKES PRIZES** (Total Value: $13,050):
BASKETBALL SWEEPS — 1 FIRST PRIZE: Trip for two (2) to a professional basketball championship finals game in 1993 (or $2,500 cash alternative). Trip for two includes: roundtrip coach airfare, hotel 2 nights (double occupancy), transportation to and from hotel and stadium, and $500 spending money. Winner is responsible for transportation to/from airport. All meals, taxes, gratuities and other expenses not specified herein are the responsibility of the winner. Cash value: $3,800.

5 SECOND PRIZES: One (1) official basketball team jacket from team of winner's choice. Cash value: $130 each.

HOCKEY SWEEPS — 1 FIRST PRIZE: Trip for two (2) to a professional hockey championship finals game in 1993 (or $2,500 cash alternative). Trip for two includes: roundtrip coach airfare, hotel 2 nights (double occupancy), transportation to and from hotel and stadium, and $500 spending money. Winner is responsible for transportation to/from airport. All meals, taxes, gratuities and other expenses not specified herein are the responsibility of the winner. Cash value: $3,800.

5 SECOND PRIZES: One (1) official team hockey jersey from team of winner's choice. Cash value: $130 each.

RACING SWEEPS — 1 FIRST PRIZE: Trip for two (2) to the 1993 Indianapolis 500 mile car race, the weekend of May 29, 1993. Trip for two includes: roundtrip coach airfare to Indianapolis, Indiana, hotel 2 nights (double occupancy), transportation to and from hotel and race track, and $500 spending money. Winner is responsible for transportation to/from airport. All meals, taxes, gratuities and other expenses not specified herein are the responsibility of the winner. Cash value: $3,900.

5 SECOND PRIZES: One (1) Indy-style, radio-control car (provided by JRL Toys). Cash value: $50.00 each.

4. **PRIZE RULES:** First Prize winners who are minors are required to travel with parent or legal guardian, or prize will be awarded to parent or legal guardian. Sports tickets and trips subject to availability. No substitution or transfer of prizes permitted. Limit one (1) prize per family or household. Prize winners will be notified by mail on or about September 1, 1992. Canadian winner may be required to answer a skill question. Winners and guest of first prizes will be required to sign an Affidavit of Eligibility and Release of Liability, which must be returned within 25 days of notification or prize will be forfeited. By entering sweepstakes, winning entrants accept and agree to all sweepstakes rules and grant permission to use their name, biographical information and photograph and/or likeness for advertising and promotional purposes without additional compensation or further consent. Payment of federal, state and local taxes is the obligation of the winner.

5. **ELIGIBILITY:** Sweepstakes open to all residents of the U.S. and Canada (except Quebec). Void where prohibited. Employees of Konami Inc., its affiliates, subsidiaries, retailers, distributors, agencies and August, Bishop & Meier, Inc., and the immediate families of each are not eligible to participate. Sweepstakes subject to all federal, state and local laws. Sweepstakes entrants release Konami Inc., August, Bishop & Meier, Inc., their agents and assigns from any claims, losses or damages resulting from the receipt and use of prizes awarded.

6. **TO OBTAIN A LIST OF PRIZE WINNERS:** Send a self-addressed, stamped envelope to: Triple Sweeps Winners List, P.O. Box 23321, Milwaukee, WI 53224. Requests must be received by September 1, 1992.

Triple Sweeps OFFICIAL ENTRY FORM

CHECK ONE (Plus, you **must** indicate the sweeps you're entering on back of envelope.)

☐ **Basketball Sweeps** ☐ **Racing Sweeps** ☐ **Hockey Sweeps**

PRINT CLEARLY

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Phone No. (_____) _____

Jacket/Jersey Size: ☐ S ☐ M ☐ L ☐ XL

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