

COMMAND THE GREATEST SUPER HERO OF ALL TIME IN BOUTS OF WEBSLINGING, WALL-CLIMBING ACTION, THROUGH CITY STREETS AND OVER ROOF TOPS. BATTLE AGAINST THE LIKES OF MYSTERIO™, HOBGOBLIN™, DR. OCTOPUS™ AND MORE...



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Nintendo

GAME BOY™



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SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

LET'S SHOOT SOME HOOPS...

A good game of one-on-one is always a lot of fun. What's not so much fun is trying to find someone else to play against or even finding an available court. Well, those problems are over now. With NBA All-Star Challenge, not only do you get to pick from the premier players in the league...but you also play on an officially sanctioned NBA half-court with a scoreboard, shot clock and three point line. You can even create "dream matches" between all of your favorite players and stage a single elimination tournament to determine who is "the best of the best".

This is the closest you can get to real one-on-one play without working up a sweat!

THE NAME OF THE GAMES

You can play 5 different games against the computer, or another player using the Game Boy Game Link System. The game play in either case is very similar, so all descriptions in this book, unless otherwise noted, will be of the One Player versions. Any differences will be covered under "Two Player Games" on page 17. The 5 games are: One-on-One, Free Throw Competition, H.O.R.S.E., Accuracy Shoot-Out and All-Star Tournament (One Player Mode only).

One-on-One

Just what you'd expect. The ultimate half-court showdown. You'll need a quick offense and some strong "D" to walk away a winner.

The Set-up

On the first selection screen, use the crosskey to move the cursor to the different options you can choose from. Once you have made all of your choices, press Start to move to the Player Select screen.



Select Score to Play To

Use the A and B buttons to select the score that you want to play to. The A button increases the score and the B button decreases it. If you don't select a score and leave the word **TIME** in place, the game will play until the time limit that you select later.

Select 3 Levels of Play

The A button cycles through the 3 skill levels, with **1** being the easiest and **3** the hardest.



Select Winners Outs

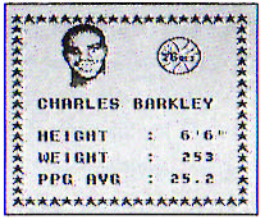
The A button will cycle through Yes and No to indicate whether the player who made the basket will retain possession or not.

Select Time Limit

The A button will cycle through the 4 available time limits.

Select Players

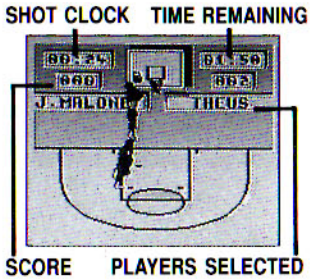
Use the A or B buttons to cycle through the 27 players that you can choose from. Each player's picture, team logo and stats are shown. Press Start to first choose your player and then press it again to choose the computer's. You will hear a "buzz" if the player has already been chosen and isn't available.





How to Play

When you're on **Offense**, you've got to press the A button to jump and press it again when you're in the air to shoot. The higher you are when you release the ball, the farther it will go. If you jump and you don't shoot, you'll get called for travelling—just like in a real game. You can also Slam-Dunk the ball. You need to be very close to the basket, although not necessarily right in front. Press the A button to jump, and when your hands are over the basket, press the B button to slam it. This is a difficult move and may require some time to master it. You can also try to make 3-Point shots, but again it'll probably take a little time before you get good at it.



- **While on Offense, press A to jump, press A again to shoot.**
- **To Slam Dunk, press A to jump, press B to slam the ball.**

You should play aggressively, but watch yourself because you'll get called for fouls and violations just like in a real game. If you don't watch the clock, you could get called for a Shot Clock Violation. And make sure that you clear the ball when you grab a defensive rebound or you'll be called for the violation and lose the ball.

When you're on **Defense**, the A button will make you jump to block a shot. The B button will allow you to try to steal the ball.

- **While on Defense, press A to jump to block a shot.**
- **Press B to attempt to steal.**

Both players normally face the direction they are moving, but if you want to continue to face the same way, even after changing direction, hold the B button while moving.

Free Throw Competition

One of the most important skills in basketball is Foul Shooting. Many games are won and lost by a single point at the free throw line. This is why all of the true stars of the NBA take their foul shooting seriously and practice it often. Get the "feel" and see how many you can sink.

The Set-up

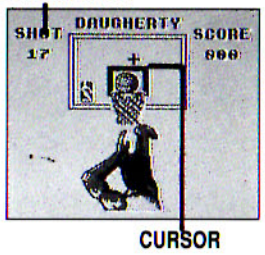
Choose how many shots you want to attempt by pushing either the A or B buttons. Then press Start to access the Player Selection screens.

Select Players

Choose players the same way you did in the One-On-One game.

How to Play

Your point-of-view is from behind you, looking over your shoulder at the basket. There is a moving cursor that shows where your shot is aimed—it is only partially under your control. The cursor is randomly moving around the backboard and you must counter its movement and direct it into the center of the square using the crosskey. It's not easy and it requires quite a bit of practice. When you think that the shot is properly lined-up, press the A button to shoot. The screen will show the number of shots remaining and your score.



USE THE CROSSKEY TO CENTER THE CURSOR IN THE BOX ON THE BACKBOARD, PRESS A TO SHOOT.

H.O.R.S.E.

Almost everyone has played H.O.R.S.E. at one time or another at the neighborhood playground or the school gym. You and your opponent alternate shots from various places around the court trying not to miss. Every time either one of you misses a basket, you get

another letter from the word HORSE. The first player to finish the word (spell it completely) loses the game.

The Set-up

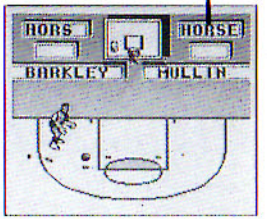
Choose your players (as you've done before).

How to Play

You have the first shot. Dribble over to a spot on the court where you want to start from and put up your shot. If you make it, your score doesn't change, but now the computer will have to shoot from that same spot. If the computer makes it, then its score stays the same as well and the ball comes back to you. Your next shot can be from the same spot or someplace completely different. However, if the computer missed its shot, it would be given an "H" and then the ball would have been given back to you.

If you take the first shot and miss it, you do not get a letter, but you do lose possession of the ball. It now becomes the computer's turn to pick the spot and make the shot.

LETTER INDICATORS



The one thing to keep in mind in H.O.R.S.E. is that you do not receive letters for missing if you shoot first. You only get letters when you miss while you are copying the shot first made by the other player.

Play alternates until someone spells the word H.O.R.S.E. There are no "last shots". Whoever misses for the 5th time and gets the "E" first loses.

Remember that a slam-dunk is a standard NBA shot and can be used while playing H.O.R.S.E.

Accuracy Shoot-Out

This game is similar to H.O.R.S.E. except that you are now playing against the clock as opposed to another player. The challenge is to make as many shots as possible during a limited period of time. The clock starts to tick as soon as the game begins so you'll really have to hustle in this one!

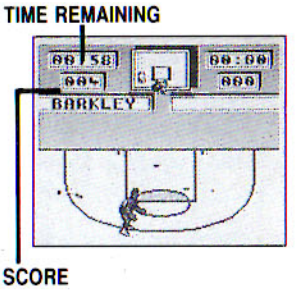
The Set-up

Choose whether you or the computer will select the shot positions, then set the time and select your players.

New Positions/Computer Positions

This is your chance to choose who will select the shot positions. There are only two choices; you or the computer. If you want to make the selections, select YES for New Positions. If you want to shoot from positions chosen by the computer, select NO for New Positions. You also must choose the time limit for the game using the A button and press Start when you are through. Chose your player in the same manner as before.

If you choose to select the shot locations, you will have to use the crosskey to move the "X" around the court. When it is in a location which you want to designate as one of the 10 locations you get, press Start. You must do this 10 times...once for each location. The game will automatically start when the 10th spot has been selected.



MOVE YOUR PLAYER TO WHERE YOU WANT TO SHOOT FROM, PRESS START TO MARK THE SPOT.

How to Play

The spots will appear in the order in which they were entered and you must shoot from each one. After you shoot and the ball either hits the rim or goes through the hoop, the next spot will appear. You should continue to shoot until the time runs out. Then it's the computer's turn. At the end, you can compare scores to see who's won.

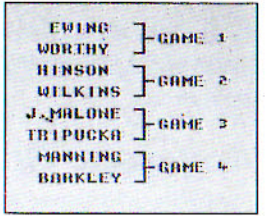
SHOOT FROM EACH BLINKING X, THEN MOVE TO THE NEXT ONE UNTIL TIME RUNS OUT.

Tournament (one player mode only)

Finally! A chance to see who is actually the best. You select the players to compete in the Single Elimination Tournament, place them in a draw and have them "battle it out" for the title.

The Set-up

This game sets-up and plays exactly like the regular One-on-One game, except that you must pick 8 players instead of only 2. Select your first round match-ups and start playing. At the end of the first round, the winners will be displayed. You now get a chance to select the pairings for the semi-final round. The semi-final winners will also be displayed prior to the "finals". During each of these breaks you will be given a chance to decide which player you will control and which player the computer will control in each game.



TWO PLAYER VERSION GAMES

Playing against another person instead of the computer is the same for most of the games, except for the following few exceptions:

Free Throws

You and your opponent will alternate shots in this version. Only one of you will have possession of the ball at a time, but the ball will automatically be passed to the other player after each shot.

Accuracy Shoot-out

Only one of you can pick the spots to shoot from. Once those spots are chosen, both of you will shoot simultaneously, each on your own court. You will be able to see the other player's score as well as your own.

Tournament

Unlike the other 4 games, the Tournament is strictly designed as a One Player game.

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