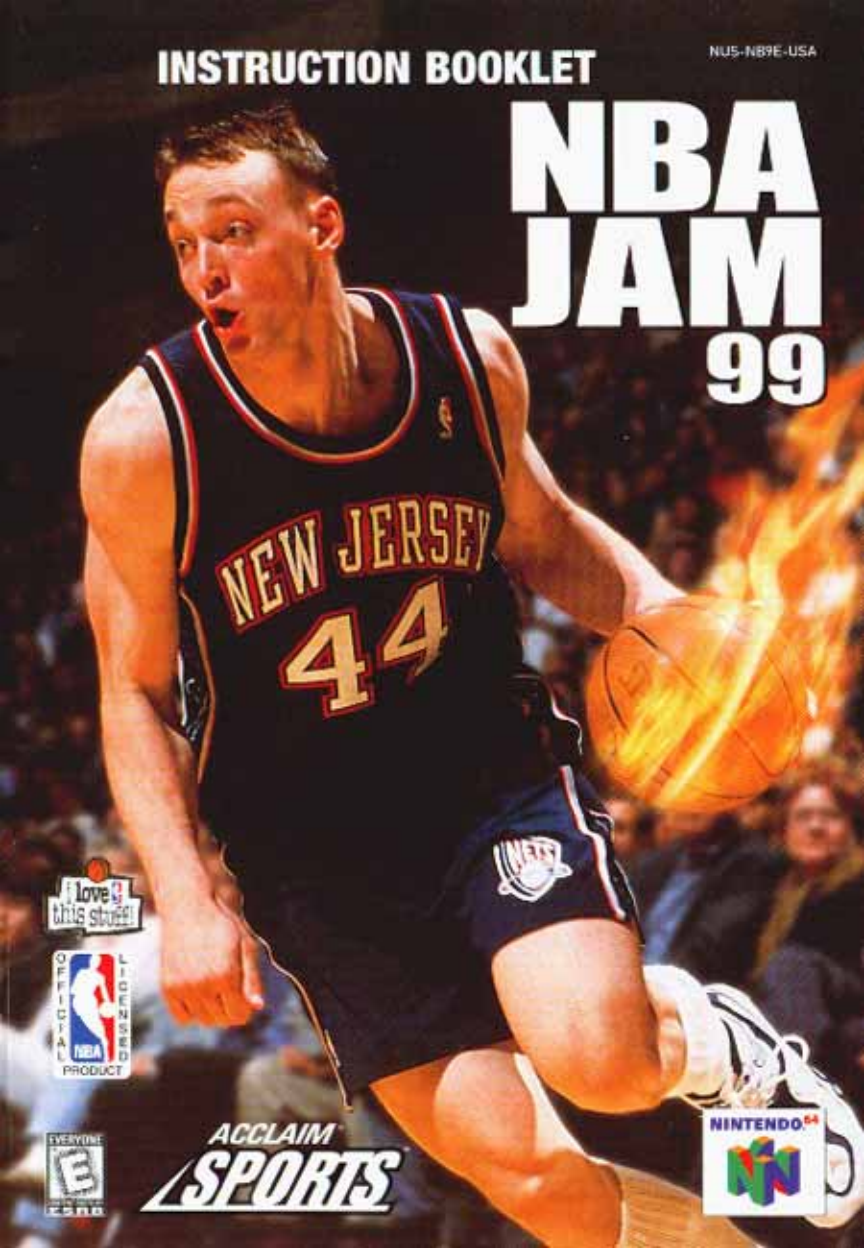
INSTRUCTION BOOKLET

NUS-NB9E-USA

NBA JAM 99



I love this stuff!

OFFICIAL NBA LICENSED PRODUCT

EVERYONE E

ACCLAIM SPORTS

NINTENDO 64

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CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a **CONTROL STICK** which uses an analog system to read the angles and direction of its movement. This allows subtle 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.

LOADING

1. Make sure the power is OFF on your Nintendo® 64 Control Deck.
2. Insert your NBA JAM 99 Nintendo® 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller(s) into sockets 1-4.

Note: NBA JAM 99 is for up to 4 players. Each must have a controller.

4. If you wish to save a game, insert a Nintendo Controller Pak (sold separately).
5. Slide the power switch to ON **(important: make sure not to touch the Control Stick when doing so).**

INTRODUCTION



Welcome to NBA JAM '99! As a player, I'm pleased to find a home game that is as close to the real thing as NBA JAM '99 is. This is the 5-on-5 phenomenon you've dreamed of, complete with realistic arenas, uniforms, and players, including authentic signature moves. These teams use the same play styles they do in real life, from the Celtics' press to the Bulls' triangle offense. For the long time Jam faithful, we've included a 5-on-5 Jam mode filled with outrageous dunks and effects.

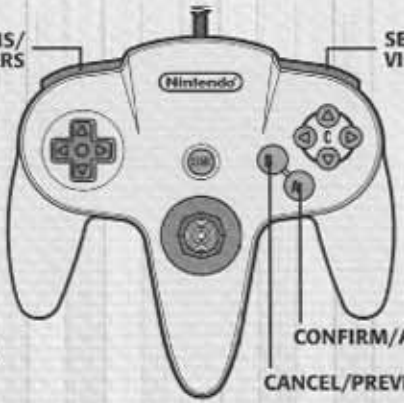
But that wouldn't mean a thing if the hoop action wasn't compelling and fun, and NBA JAM '99 has a full range of modes to test your skill and basketball knowledge. When the crowd chants DEE-fense, you'll have unprecedented play control to get the job done, thanks to the rich play calling features. Whether it is a quick Exhibition game or the full-throttle Season, tense Playoffs or magnificent NBA JAM arcade-style dunks, you'll find hours of hardwood satisfaction right here.

Naturally, hardwood play is just part of the picture. If you really want to win, you've got to develop your management skills, like drafting and trading players and juggling rosters. Maybe you dream of a player that combines all the best qualities, a player named...YOU! With the great Create A Player feature, you can mold a ball handling hot shot, or even a whole squad of them!

You hear the crowd? You feel the excitement? You got the power! Get on the boards and show me what a real jammer can do!



MENUS



Help: To get on-screen help on any menu screen, press the **C ▲ BUTTON.**

MAIN MENU



Following the introductory sequence, press **START BUTTON** on the title screen. You'll arrive at the Main menu, where you can access the various game modes and your Controller Pak.

NBA Play: Choose from Exhibition, Season or Playoff modes.

JAM Mode: This mode allows you to play 5-on-5 basketball using the tried-and-true NBA Jam rules and moves.

Quick Play: Jump right into Exhibition action with default settings.

Skills-Mode: Test your skills in a Three Point shooting contest, or get some practice in Free Throw mode.

Controller Pak: Access your Controller Pak to Save and Load games, rosters and more.

PLAYING NBA JAM '99
DEFAULT CONTROLS

OFFENSE

Shooting

When your team has the ball, the **SHOOT BUTTON** will cause you or your computer teammate to shoot for the basket. Your player releases the ball when you release the button. Releasing the ball at the apex of your leap gives your shot greater accuracy, but releasing it quickly or very slowly can often prevent a leaping defender from blocking or stealing the ball. Tapping **SHOOT** quickly several times executes a head-fake, which may trick the defense, but it stops your dribble, so you must either pass or shoot the ball before you can move!



Passing

When your team has the ball, the **PASS BUTTON** will cause you or your computer teammate to pass the ball to his teammate. But a defender easily intercepts a passed ball, so look before you pass!

Turbo

Turbo causes your player to run much faster than he normally would (determined by his attributes), whether on offense or defense, allowing you to blow by a defender, or to step around a pick and block a shot! Your turbo is unlimited, but be aware that when the Fatigue option is ON, using Turbo will wear down your player, causing him to miss shots and risk injury.

Icon Passing
When set ON, icons appear above the heads of the available teammates for passing options.

Play Calling

Call for Pick (AI action on the court.)

Special Moves (Special dribble moves such as cross-over and behind the back are enacted.)

Backing In (Back a player down on the low post.)

TAP+ Call for Alley-oop (Automatic alley-oop function occurs, if receiver is close to basket.)

Playbook



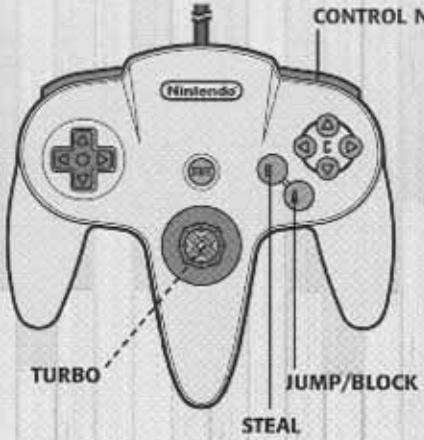
Just like any coach in the NBA, you have the opportunity to call plays. The playbook is designed to allow you to view all 80+ plays from the playbook pool. In addition, you can set plays for simulation. The playbook lets you "mark" plays from a field of 80+. The four plays the user has marked will be the default plays during game play. You can mark plays throughout the game, as well as before. During game play, bring up the playbook by pressing **C ▶**.
A field of four plays will appear. Push the button corresponding to the desired play and that play will be executed.

Calling plays:
- Press ← /→ to toggle through play-field. (Press **START BUTTON** to move on)
- Press the **CORRESPONDING BUTTON** to select the desired play. (The **B BUTTON** backs out)

Play Calling
Press **C ▶** to bring up the play names for play selection. The plays correspond to the **A, B, C ◀** and **C ▼ BUTTONS**.



DEFENSE



Push

Defensive Stance

Control Next

Jumping/Blocking
When your team does not have the ball, the **JUMP/BLOCK BUTTON** causes your player to jump up for a block. Timing is crucial to denying the shot. Jump too early and the shooter can wait until you fall out of the way, jump too late and the shooter can shoot it over you! Many times your defender will get a piece of the ball without rejecting the shot completely.

Steal
When your team does not have the ball, tapping the **STEAL BUTTON** causes your player to swipe at the ball in the hope of either stealing it or knocking it out of an opponent's hands.

Turbo
See Turbo details under Offense/Turbo (page 6).

Control Next
Switch to the Player next on the roster.

Push
Press the **PUSH** controls to give your opponent an emphatic shove. Depending on your foul-calling settings (under Options), you may clear an offensive player out of the way or have a foul called.

Defensive Stance
This allows you to take a defensive charge stance and try and draw a foul.

RULES

A standard game consists of 4 quarters of 15 minutes.

Tip off: At the start of a game, each side sends their Centers to center court for the tip off. Each player tries to tip the ball towards his team.

Time outs: Each side has 7 time outs to call during a game. Call a time out by pausing the game (press the **START BUTTON**) and selecting time out on the pause option menu. The player who paused the game will be charged with the time out.

FANTASY DRAFT

Before choosing which game mode you wish to play, you can set your Roster Type. You can use the standard NBA Rosters or custom rosters you create via the Fantasy Draft. By selecting fantasy draft from the "roster type" bar, you can customize your team to your liking. First, select fantasy draft mode (from the scroll bar), then select a game mode to play in. Follow the normal path into game play by selecting a team and then entering into the fantasy draft. The fantasy draft will toss all 350 NBA players into a pool, which each team in the league can draw from. Imagine having all the great players from the NBA on the same team! Once the draft is completed, the game will now enter into the (game mode) the user has elected to play in. This action allows you to play with fantasy drafted players in any of the modes (Exhibition, Season and Playoffs).

Fantasy Drafting

- ↑ / ↓ to view draft order. **(START BUTTON** to move on).
- ↑ / ↓ to view players.
- **L** and **R BUTTONS** to toggle through drafted teams.
- **A BUTTON** selects player.
- **B BUTTON** backs out.
- **R BUTTON** deselects player.

NBA PLAY

Exhibition Play: A single 5-on-5 game.

Season Play: Guide your team through the harsh demands of season play.

Playoffs: Get right to the heat of the post season.

View Players: Comprehensive stats on all your NBA favorites. Press ← or → to toggle teams, ↑ or ↓ on the **CONTROL STICK/PAD** to scroll players and ← or → on the **CONTROL STICK/PAD** to scroll stats.



EXHIBITION MODE

Exhibition games feature any two teams in a single 5-on-5 game. You can elect to play against human or computer-controlled opponents. Stats are kept during Exhibition games, but do not carry forward to any following games.

OPTIONS/RULES

Adjust these settings to suit your preferences:

Mode: Toggle between realistic **Simulation** and NBA JAM **Arcade** modes. If you alter Options/Rules settings, Simulation mode changes to Custom mode. This simply means you are not using the default Simulation settings.



Tag Mode: When ON, Tag Mode player control follows the player with the ball. Otherwise, you must manually switch player control.

Auto replay: When set ON, auto replay will kick in when a nice play is made.

Fatigue: Play with realistic Fatigue factor ON or OFF.

Keep Score Close: Keeps the CPU team from going on a romp. Set to Never, Sometimes, Often or Always.

Rules & Penalties: You can choose whether or not certain rules are enforced (ON), or how often certain penalty calls are made:

Shot Clock
Goaltending
Out Of Bounds
Fouls
Traveling
Illegal Offense
Flagrant Fouls
5 Second In-bounding NBA
10 Second Half Court NBA
3 Seconds In Key
Backcourt Violation
Injuries

Audio options: Use the slider to adjust in-game Music, SFX, Announcer and Crowd volumes.



Controller Config: Enter to view default controls and to toggle through 3 pre-set configurations.



Choosing Teams

After selecting your game mode, it is time to choose which of the 29 NBA teams (or created teams via the fantasy draft) will compete.

- Press ← or → to highlight a Team Select area.
- Press ↑ or ↓ to scroll teams within a team select area.
- When the desired teams are displayed, press the **START** or **A BUTTON** to continue.

(If you wish to change selections, press the **B BUTTON** to go back).



Controller Setup

Once you have selected which teams will compete, you need to choose which team you want to control. To do so, press ← or → to move your colored controller under the team you want. The color of the controller matches the color that will appear under players you control.

Settings

In all game modes, you can adjust the following settings. Note that once set, these settings apply through all current Season or Playoff games.

Minutes: Set the number of minutes (from 1 to 12) in a quarter.

Difficulty: Choose among Rookie (easy) All-Star (medium) and Superstar (hard) skill levels.

Match-Up Screen

Upon entering the game play via any mode, you will be presented with a match-up screen. This screen is designed to let you adjust your lineup one last time before entering game play.

Edit Lineup

Your team logo appears in the center. Below are starters for each team with player positions. Press ↑ or ↓ to select players and ← or → to toggle to and from the bench screen.

Press the **A BUTTON** to move the selected players.

When done, press the **B BUTTON** to back out. Highlight **Start Game** and press the **START BUTTON** to begin play.

SEASON

SEASON SETUP



When Season mode is selected, you will come to the Season Setup screen, where you can adjust these settings to your liking:

Number of Games: Choose a 28, 56 or 82 game season.

Season Mode: Choose to play a Franchise or Traditional season. A **Franchise** season allows a user to manage a team using real NBA restrictions. For example, it will cost bonus points to sign a big time free agent at the end of the season, and making trades requires CPU approval to ensure the trade is fair. Creating a player in Franchise mode requires bonus points, and you must be able to manage your team's bonus points. In **Traditional season mode**, you can make unlimited trades, sign players and create players without point restrictions. You do not need to manage your team's bonus points in a Traditional season.

Playoff Teams: Choose playoff rounds by electing to have 2, 4, 8 or 16 teams compete in the playoffs.

Playoff Series: Choose playoff series by electing to have 1,1,1,1-1,3,3,3-3,5,5,5-5,7,7,7 format.

Trade Deadline: Choose to play with or without the stricture of trade deadlines. When set to YES, you will not be able to make player trades after a certain point in the season.

Quarter Length: Set the quarter length from 1 to 12 minutes.

Difficulty: Choose from Rookie, Veteran and All-Star skill levels.

SEASON TEAM SELECT

Once you are through with setup, press the **START** or **A BUTTON**. You will come to the season team select screen, where you can choose up to 4 teams to guide through the season. Team attributes appear below the team logo, while details about the team such as their recent record and team bonus points appear to the right. Press ↑ or ↓ to toggle teams. When a desired team is on screen, press the **A BUTTON** to mark it as a User Team (unmark it by pressing the **A BUTTON** again). When you've selected the team(s) you

wish to manage, press the **START BUTTON.** You will go to the Schedule and Seasons option menus.

DAILY SCHEDULE



On the top half of this menu is your daily schedule. The computer will provide a schedule of all the games scheduled for a given day. Press the **R BUTTON** to advance the date and the **L BUTTON** to go back. Press ↑ or ↓ to scroll the highlight through the schedule. When a match-up is highlighted, you will see a box to the left of it. Pressing the **C ◄ BUTTON** will place an X in the box, indicating that you wish the computer to simulate that game. Press the **C ▼ BUTTON** to toggle to the Season Option area.

ALL-STAR MODE

The All-Star break is one of the highlights of your season schedule. This mode allows you to play an All-Star game with top players from the first half of the season. You can also customize the All-Star roster and play with players of your choice.

SIMULATING GAMES

When a game is marked for simulation, the computer will automatically run a game simulation algorithm, which generates results and stats for the marked games. You can simulate any games on the schedule you wish, including your own. Simulated games count in the standings. Note that Injuries are affected by simulating games.

SEASON OPTIONS

Press **C ▼** to move the highlight to the desired menu button, then press the **A BUTTON** to access that function.

Coaches Strategy
Coaches' Strategy lets you edit your line-up (move players between the bench and the starting line-up) and to select/create a custom playbook.

View Stats
Select this to access the Stats Menu, your gateway to a statistical Shangri-la, including complete and up to date Player Stats, Team Stats, League Leaders in all categories.

Controller Pak
Access your Controller Pak to Load or Save data.

Options/Rules
These are the same options found in Exhibition mode.

Mode: Choose Simulation or Arcade play modes. Simulation is realistic basketball, while Arcade mode is the NBA JAM style you know and love.

Schedules
View your team's schedule, including previous and upcoming games.

GENERAL MANAGER

This section is where you will make important roster decisions, including Trade Player, Release Player and Sign Player. You can even use Create A Player to build the best that's ever been. You'll also be able to read the Acclaim Sports News bulletins, including information on the Player of the Week, Player of the Month and Trade News from around the league. Note that you must carry the correct number of roster players; if you release a player, you must replace him via free agency.

Bonus Points
This feature allows you to act as a general manager. Each team has a certain amount of bonus points. Bonus points are used to create players, sign free agents at season's end and to make trades.

Trades



The Trades screen features two team areas to trade players between. The team you control for the current season appears on the left. The featured player's overall rating appears below his portrait. All NBA players appear on the rosters in effect at the close of the '98 season.

- Press ↑ or ↓ to scroll through team rosters.

- When the player you wish to trade is featured, press the **A BUTTON** to select him.
- Press ← or → to toggle between team areas.
- Press **L** or **R BUTTONS** to bring up a different team.
- Repeat the player select process above to find the player you wish to trade for.
- Press the **C ▼ BUTTON** to bring up comparative stats of the two players.
- Press the **START BUTTON** to make the trade.

Draft Pick Options Pressing the **Z BUTTON** (trigger) will bring up the Bonus Points and Draft Pick Options, allowing you to use Bonus Points or a Draft Pick as part of your trading strategy.

Release Players

Before you can sign a player via free agency, you must make room on your roster by releasing a current roster player to the free agent pool, where the player becomes available for signing by any team.

The Release Player screen has your current roster on the left, with the currently highlighted player's portrait and attributes on the right.

- Press ↑ or ↓ to scroll through players.
- Press the **A BUTTON** to release the highlighted player.

That player will be removed from your roster and appear in the free agent pool.

SIGN PLAYERS

The number of roster spots you have available appears in the upper left of the Sign Players menu. (If the number is zero, you must back out and release players to make room for the free agent(s) you wish to sign.)

- Press ↑ or ↓ to scroll through players.
- Press the **A BUTTON** to sign the highlighted player.

That player will be removed from the free agent pool and appear in your roster.

Create A Player



This feature allows you to create the ultimate player and place him on a team. However, we've added a twist: in order to create the player you want, you must have enough bonus points to turn him into the player you desire. Create a Player allows you to create a profile of the player which includes: name, number, college, height, weight, years pro etc.

In addition, the user will also be allowed to edit the players attributes which range from rebounding, defense, offense, etc.,

- Press **C** ▼ to move highlight among input areas.
- Press the **START** or **A BUTTON** to confirm the created player.
- Press ↑ or ↓ **CONTROL PAD/STICK** to move highlight in between options.
- Press ← or → **CONTROL PAD/STICK** to cycle through selectable options.

Editing a Line-Up



To move starters on and off the bench, you'll need to edit your line-up.

- Press ↑ or ↓ to highlight a player.
- Press the **A BUTTON** when the player you wish to move is highlighted. The bench window will be activated. Highlight the bench player you wish to bring in and press the **A BUTTON**.

Off-season moves!

Once you have completed a season, you see a player awards screen showing all the top performers from the past season-MVP, DEFENSIVE PLAYER OF THE YEAR, ROOKIE OF THE YEAR, VIEW PLAYER RETIREMENTS, etc. Then you will enter the NBA Rookie draft! Players using psuedo names such as Karl Jones and Ron Malone are waiting to become the next star. This screen allows you to add two hot new rookies to the team, while players from the existing roster retire or get traded or are released! Once the Rookie draft is completed it's time to sign those big time free agents. However, this will require enough points to purchase a player. In addition some players may end up re-signing with their old teams.

• Press ↑ or ↓ to scroll through players.
• Press the **A BUTTON** to sign the highlighted player.

Rookie Draft
Once a season is completed, after viewing season stats you'll enter into the NBA rookie draft. In addition to the 350+ players in the NBA, we have 1000 players who are considered rookie players. 58 of those players will be eligible for the draft each season. Our rookie draft, like the NBA draft, is designed to help lesser teams improve each year. In addition, these rookies can be used in trades. Just like the NBA, each rookie is rated differently and each rookie will either blossom or bust. You can choose to draft just for your team and have the CPU do the rest, or draft all of them yourself!

Action User/CPU
• Press ↑/↓ to view players.
• Press the **A BUTTON** to select a player.
• Press the **B BUTTON** to back out one degree.

When through, press the **START BUTTON** to move on.

Start a new year
Season mode offers unlimited seasons, and you can continue on to the next season with all the transactions and career stats intact. When the Continue Season menu appears, select YES to continue or NO to quit season play.

Standings: See how all the teams currently rank in the standings.

Quit Season: Quit the current season and return to the Main Menu.

PLAYOFFS

PLAYOFF SETUP

After selecting Playoffs, you will come to the Playoff Setup screen, where you can adjust these settings to your liking:

Series: The playoffs consist of four rounds. Choose the number of games in each round.

Number of Teams: Choose how many teams will compete in the playoffs, 2, 4, 8 or 16.

You can also adjust Quarter Length and Difficulty.

Next, select the team you wish to control in the playoffs. You will go to the Team Setup screen. At the left are playoff matchups for the conference (shown in the middle) listed by seeding, with the team at the top highlighted.

By default, the teams match the '98 playoff ladder. To play with this set of matchups, press the **A BUTTON** to continue.

If you wish to change the playoff ladder

- Press **L** or **R BUTTONS** to toggle between Eastern and Western conferences.
- Press ↑ or ↓ to move highlight to a seeded team.
- Press ← or → to toggle through teams in the current conference.

Once you have setup your playoff ladder, press the **A BUTTON**. You will come to the Daily Schedule screen, where you can elect to simulate any game in the series (see Simulating Games on page 13).

Playoff Options are identical to those outlined in Season Options (page 13).

SKILLS MODE



This part of the mid-season NBA All-Star game festivities is a fan favorite, and for good reason: it lets the stars relax while they shine. Now you can too!

Three-Point

The three-point shoot-out is a competition to see who can hit the most three point shots within the chosen time limit.

Three Point Options:

Number of Players: Choose to have 2 to 8 players compete.

Skill Level: Choose Easy, Medium or Hard difficulty.

CPU Players: Choose View to see the computer-controlled players in action, or Simulate to have the computer simulate their attempts.

Free Throw

Practice your free throw shooting until you build up the consistency that means so much in the clutch.

PAUSE OPTIONS

At any time during play, you can pause the action by pressing the **START BUTTON**. The Pause Menu will appear with these options:

Resume Play: Return to the action where you paused.

Time Out: Time outs are charged to the team who paused the game.

Instant Replay: Follow on-screen VCR-style controls to enjoy instant replay of the last HOW MANY seconds of action in a variety of modes.

Camera Options: Choose the camera view you wish to play with—even create your own!

Dead Ball Options: Make substitutions, View in game stats, Controller set-up, defensive match-ups, controller config., select plays from the play-book.

Quit Game: Quit the current game and return to the title screen.

PLAY LIST

1-ZIP

Player 1 dribbles to the wing and player 4 down screens for player 2 on the zipper action. Player 1 passes to player 2. As 2 catches the ball, 5 moves to begin the screen and roll action. Player 3 clears out to the right corner. Player 2 dribbles off 5 looking for the shot or pass to 5 on the roll to the basket.

2 Circle

Player 1 passes the ball to Player 4. Player 4 passes the ball to a cutting player 2. Player 2 then drives the lane for the pull up jumper or he can dish off to a cutting player 3 or player 5.

2 Stack Pick

Player 1 passes the ball to player 2. Player 2 comes off a double stack pick set by player's 3 and 4. Player 2 will either shoot the ball or pass to an open player in position. Player 5 clears out and looks for a possible pass.

3-Down

Player 2 goes to the top of the key and hesitates. Player 2 then slips a back screen set by player 4. Player 2 then flares and takes a skip pass from player 1. Player 2 then shoots the three!

3-Up Cross
Player 1 dribbles to the left side of the key. Player 1 then has the option of passing to player 5 who slips off of a pick from player 2. Player 1 can also pass to a circling player 3 who has come off a stack pick set by player 4.

4-Wing
Player 1 dribbles the ball to the left wing. Player 2 slips off of a pick set by player 5 and receives pass from player 1. Player 2 then drives the lane following the catch and either pulls up for the jumper or gives to player 3 on the wing. Player 4 clears the baseline side (ball side of the corner.) Player 3 flows to the open area on the right side and looks for a pass from player 2.

Back Screen Slide
Player 1 dribbles to the left wing and waits for player 4 to come off a slip screen set by player 5. This starts the two man pick and roll game. Player 2 clears out to the top of the key. Player 3 will follow player 2 and then make a cut to the basket. Player 1 passes to either player 4 or a cutting player 3.

Baseline-Up
Player 1 dribbles to the right wing and passes to player 5 or player 2. Player 4 sets a screen for player 5. Player 3 sets a screen for player 5. Player 2 sets a screen and then clears out to the baseline and looks for a pass. Player 5 slips the stack screen and then spots up for the open jumper.

Base Post
Player 1 passes the ball to player 2 who sets and looks for entry pass to player 5. Player 4 sets screen for player 5 and then clears out to the right wing. Player 3 gets in position for the rebound. Player 2 comes off a screen and sets for a jump shot.

Box and 1
Player No.1 brings the ball to the wing and player 4 screens across for player 5 who dives to the ballside block to post up. At the same time, player 3 backscreens for player 2 along the baseline. Player 2 also receives a second screen from player 4. Here, player 2 is looking for a jump shot at the top of the arch.

Box Set
Player 1 passes to player 4 who spots up for a post set at the top of the arch. Player 1 then clears out to the right baseline. Player 4 then passes the ball to an open player 2 or player 3. Player 5 positions in the low blocks and looks for an entry pass in the key from player 4.

Draw and Dish
Player 1 passes the ball to a posting player 4 at the foul line area. Player 1 then clears to the right side of the key and looks for a pass from player 4. Player 2 sets a screen for player 3 and then clears out to the left wing. Player 3 comes off a screen set by player 5 at the baseline and looks for a pass. Player 4 dribbles the ball towards the basket and either dishes to player 1 or goes to the basket.

Weak Swing
Player 1 will dribble to the right wing and pass to player 2. Player 2 and Player 5 will play the two man pass entry game. Players 2 and 5 will both have an option to shoot the ball. If player 2 doesn't shoot the ball he will swing pass the ball to player 1 who then swings the ball to player 3 on the weak side for the open jump shot, or he can pass to player 2 who has moved in a low post position on the same side as player 3.

Fifty Cut
Player 2 receives a pass from player 1 at the top of the key. Player 2 then passes to player 3 on the right baseline. Player 3 then passes the ball to a cutting player 5 from the right wing.

Five-Up
Player 1 enters the ball to player 5 who is posting high. Player 3 and player 4 clear out for player 5. Player 2 spots up in the right wing and waits for a possible pass from player 5. Player 5 either shoots from the top of the key, drives to the basket, or passes to player 2.

Flex Stagger
Player 1 dribbles the ball to the left wing and waits for player 2 who is coming off a screen set by player 5. Player 4 sets the initial for player 2 and then proceeds to post up on the low blocks. Player 2 comes off the double screen and receives the pass from player 1. Player 2 then shoots the jumper.

High 1-4
Player 1 passes the ball to player 2 on the right wing. Players 4, 5 and 1 set a staggered screen for player 3 to slip off of. Player 3 then receives the entry pass from player 2 and either passes out of the low post or spots up for the open jumper.

Low-Post Pick
Player 1 dribbles to the left side and passes the ball down on the low blocks to player 4. Player 4 comes off of a screen set by player 2. Player 3 comes off of a pick set by player 5 and cut s towards the middle of the key. Player 1 then has the option of passing to player 4 or player 3 for the open jump shot.

Low-Triple Post
Player 1 passes to player 2. This starts the two man triple post game. Player 2 enters the ball in to player 5. Player 5 who has posted low receives the ball and either shoots or passes the ball out to player 2. Player 2 will pass the ball back into player 5 or shoot from beyond the three point line. Player 4 will flash in the middle of the key and look for a possible pass from player 2. Player three will wait on the opposite side for a possible swing pass.

Picket Fence
Player 1 dribbles the ball to the right wing. Players 3 and 5 will set screens for players 4 and 2. Player 4 will enter from the low baseline area and set at the right side. Player 2 will clear at the foul line area. Player 1 has the option of passing the ball to players 2 or 4 for the open shot.

Point Cut
Player 1 passes the ball to player 5 and then cuts down the middle of the key for a possible lead pass from player 2. Player 5 will either pass the ball to player 2 or shoot the open shot. Player 2 will either pass to a cutting player 1 or shoot the open shot. Player 1 will receive the ball and either pull up for the shot, drive the lane, or pass out to player 4 on the baseline. Player 3 will clear out for player 1.

Post 1
Player 1 dribbles the ball to the left wing as player 2 sets a diagonal back screen for player 4. Player 4 works off player 2 to post-up on the left box. Players 3 and 5 are lined up away from the play, but are ready to react to double-teams with 5 prepared to crash the board. Player 2 pops to the top after setting the screen to create even more space for player 4 to work.

Post 2
Player 5 screens down for player 2 and posts up on the left box. Player 1 passes to player 2 and flares off the back screen from player 4 who now spots up at the top. The first option is player 2 passing to player 5 in the post.

Screen and Roll
Players 1 and 2 execute a screen and roll with the screen set above the left elbow of the lane. Player 3 cuts along the baseline off 5, moving toward the ball. After player 2 sets the screen, he flares off the back screen set by 4. All the action moving left is a decoy as player 1 throws back to 2 for a jump shot. Player 1 can also look to player 3 if the pass to player 2 is denied.

Slice
The stack is formed with 1 and 5, as 1 passes to 3 on the wing and cuts under 5. Player 4 cuts to the top and is the reversal man. Player 3 passes to player 4 who passes to player 2. Player 3 sets up his defender and cuts into the lane off the 1-5 double screen, looking for a pass from player 2.

Triangle Left
Player 1 passes to player 3 on the wing and cuts through off screens from 2 and 4 on the weak side. Player 5 moves to set a screen for player 3. Player 3 drives off player 5, looking for these options: screen and roll, shoot, drive for a shot or pass, pass to 5 on the roll, or pass out to player 1 who has cut off the weak side screens.

Triangle Cut
Player 1 passes the ball to player 3 to start the wing triangle. Player 3 then passes the ball to player 4 who either passes the ball to player 3 on the wing, or waits for player 3 to make a cut towards the basket. Player 2 sets on the foul line area and waits for a possible pass from player 2, he then will make a move towards the basket with the ball and shoot or dish off to a cutting player 5 who has positioned himself for a rebound or lay in.

Triple Pick
Player 1 holds the ball at the top off the key. Player 3 then comes off a triple stack screen set by players 4, 5 and 2. Player 3 then receives the ball from player 1 and shoots the open jump shot.

Two-Up
Player 1 penetrates to the right wing as player 2 rubs off player 4 to post up position on the right box. Player 1 can pass to player 2 or to player 4 who pops out after 2's rub off. Multiple players can take the open shot off of this set.

JAM MODE

Jam mode is a one game celebration that breaks basketball boundaries! Most fouls aren't called, so you're free to run wild offenses and dog the D while the audio gets odd-i-o. And remember, in Jam mode, fatique is not a factor!

He's On Fire! Check out those shoes! When one player on a team hits three consecutive shots in Jam mode, he's on fire, and will have an increased chance of making his next shots-from anywhere on the court!

Jams Spectacular monster dunks of all kinds are possible in Jam Mode. Just use the regular shooting controls and watch them fly! Try laying on some Turbo, too!

COACHING TIPS

- When on defense, be sure to stick to your man. If the CPU finds him open, they'll get two easy points every time.
- Do not be afraid to use the plays. Using the plays will give you a better opportunity to score.
- If you get a Rookie with a low player rating, hold on to them for a season or two. They just might become that All-Star you have been waiting for.
- Practice your free throws.
- When driving to the hoop, use your moves!
- Take time to master the full range of plays available in your playbooks. A superior knowledge of situational plays can leave your opponent sucking wind, as you taste sweet success.
- Take a trip to the library or visit the Web to learn more about basketball rules, history. You'll find an increased knowledge of the sport will increase your appreciation of NBA JAM '99!

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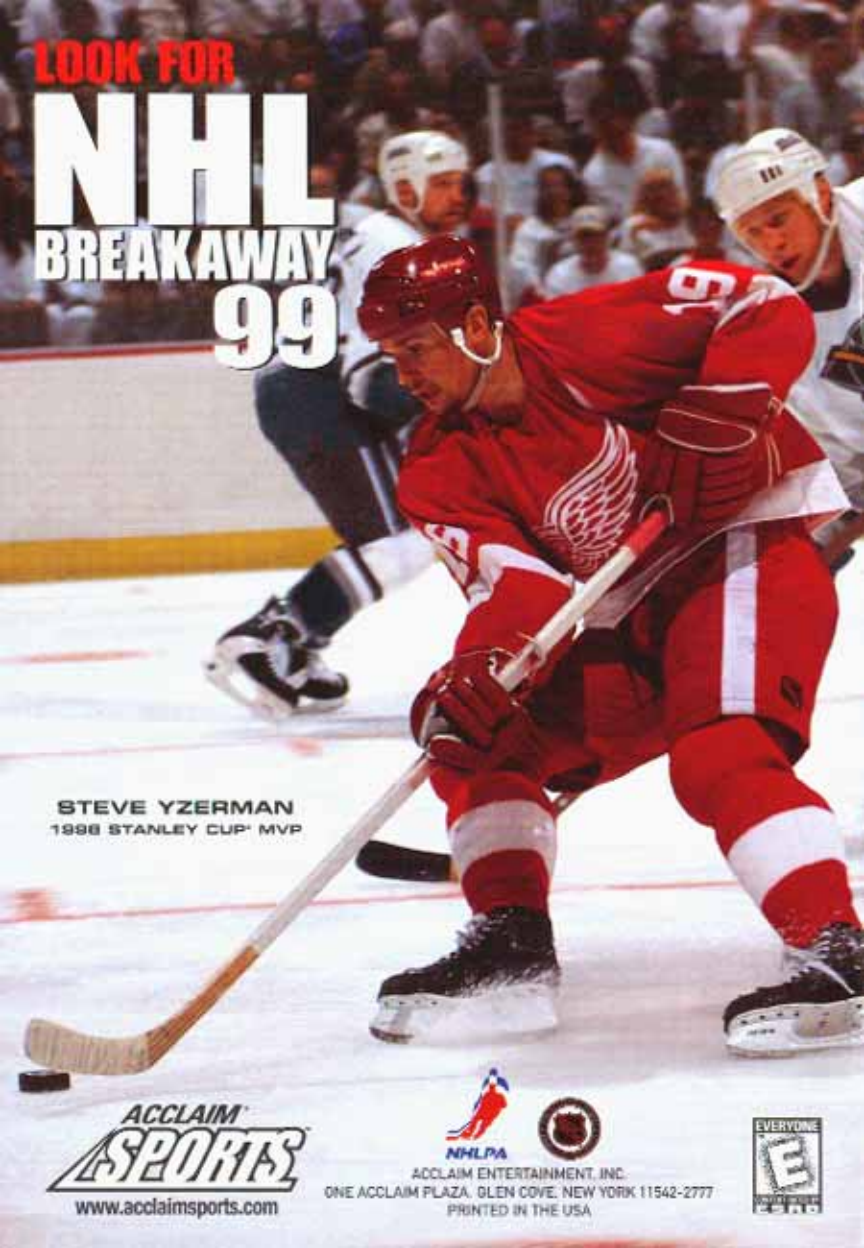
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