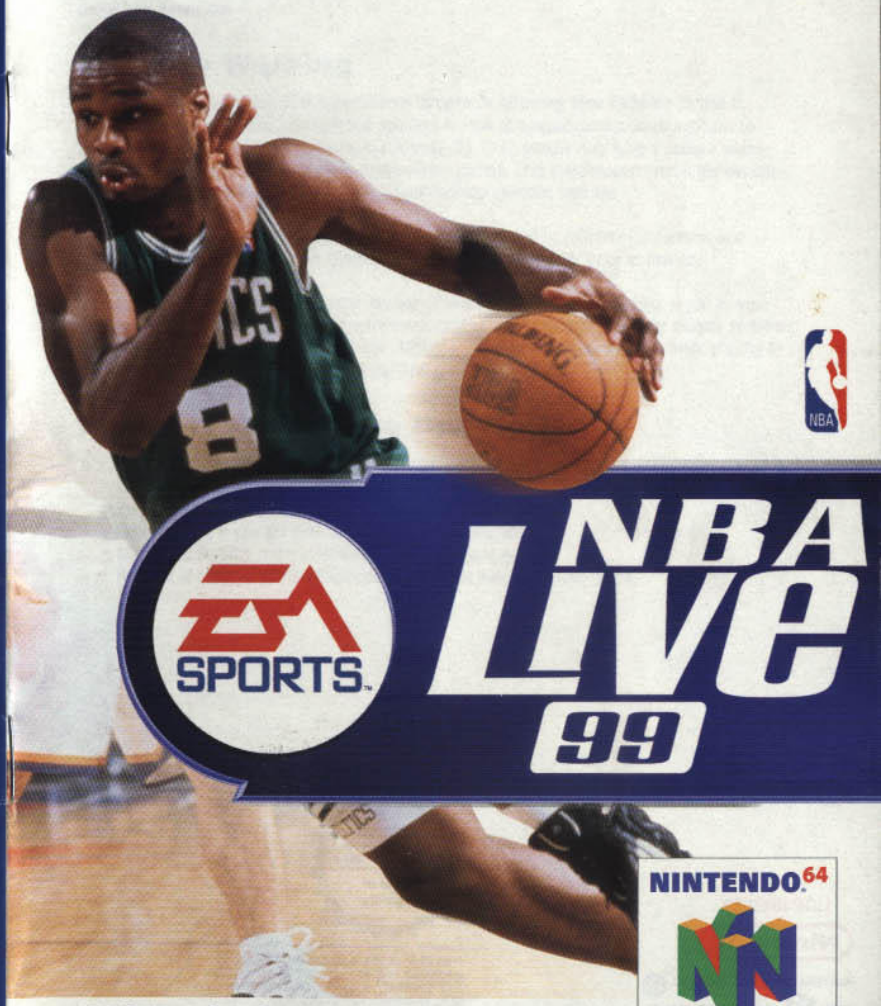
If it's in the game, it's in the game.™

EA SPORTS

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NBA LIVE 99

EA SPORTS

NINTENDO 64

INSTRUCTION BOOKLET

WARNING : PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

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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.

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Please Read Before Using This Video Game System Or Allowing Your Children To Use It.
Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

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We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

Basic Gameplay Controls

Offence/Defence

Move player	Control Pad
Turbo sprint	C ◄
Jump	B

Offence

Shoot	B
Pass	A

Defence

Switch players	A
Steal	C ▼
Hand Check	C ►

- In addition to these basic moves, NBA Live 99 includes many other moves you control—**crossover** and **spin** moves, **alley-oop dunks** and **pick and roll** plays, etc. For more information about basic gameplay controls, see the Command Summary section, and for more detailed information, see the Playing the Game section.

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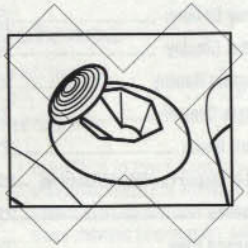
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The Nintendo 64® Controller

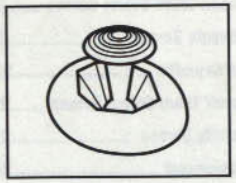
Control Stick Function

The Nintendo 64 Control Stick uses an analog 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.

Introduction

EA SPORTS™ is proud to bring NBA Live 99 to the Nintendo® 64. From the opening tip to the final buzzer, Live 99 delivers great hoops gameplay and the most realistic player graphics ever seen. The Soul of Hoops comes to life on the N64™.

NBA Live 99 Features:

- Real hoops excitement with NBA® teams and players.
- Direct Passing, Shooting, and Switching—pass to any player, control your dunks and layups, and switch to any defensive player.
- Arcade Mode—faster setup, fewer rules and more fun. Pick up and play.
- Monster Dunks—throw down with authority.
- 3 Point contest—full or split screen.
- Pro-Action AI—computer players think for themselves to break you down.
- 4 difficulty levels, including Superstar when you're ready for the ultimate Live challenge.

For More Info about this and other titles, check out EA SPORTS on the web at www.easports.com

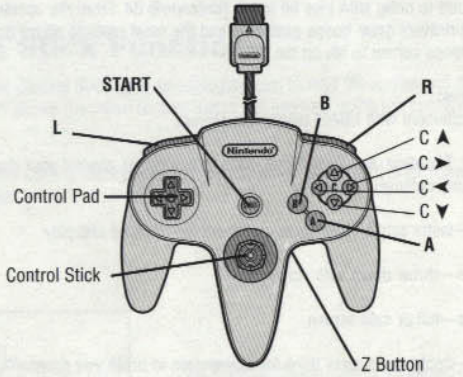
Starting The Game

1. Turn OFF the power switch on your Nintendo 64 Control Deck.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into Controller Socket 1 on the Control Deck.
3. If you're playing against a friend, plug the other Controller into Controller Socket 2.
4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the cartridge in place.
5. Turn ON the power switch. To proceed, refer to the Game Setup Screen section. If nothing appears on the screen, begin again at step 1.

Command Summary



Note: The Control Stick functions identically to the Control Pad throughout all menus and gameplay. Also: during gameplay the **Z** and **L** buttons activate the same actions. In this manual, when **L** is mentioned, you can also use the **Z** Button.

Menu Controls

Action	Control
Highlight menu item	Control Pad up/down
Change highlighted item	Control Pad left/right
Cycle secondary item	L/R
Select	A
Cancel/Return to previous screen	B
Go to next screen	START
Scroll to see more info	Control Pad (when arrows appear)
Activate Quick Menu overlay	Z Button (only avaliable on certain screens)
Access Help screen	C▲

General Gameplay

Move player	Control Pad
Pause game	START

Offence

With the Ball

Crossover dribble (hold to dribble between legs)	**C➤**
Pass (control pad to choose a receiver)	**A**
Spin Move (tap)/**Back Down** (hold)	**C▼**
Shoot (press to jump; release to shoot)	**B**
Speed Burst	**C◄**
Move Player	**Control Stick**
Call for a **pick**	**C▲**

- To **DirectPass** to a specific player, press **R** + **C◄**, **C➤**, **C▲**, or **C▼**.
- To **DirectShoot** (dunk or layup near basket), press **L** + **C◄**, **C➤**, **C▲**, or **C▼**.

Without the Ball (Player Lock Enabled)

Make the computer ballhandler **shoot**	C▼
Call for a pass from the computer ballhandler	C▲
Hand Check	C➤

Defence

Steal	C▼
Switch Players (control pad to choose player)	A
Jump to rebound or block a shot	B
Hand–check (C◄ + C► for hard hand check)	C◄
Call for **double–team**	C▲
Speed burst	C◄

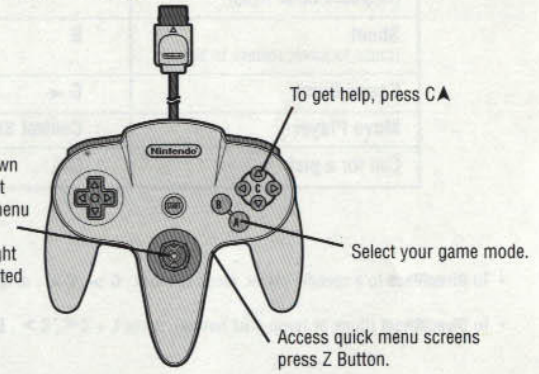
- To **DirectSwitch** to a specific defender, press **R** + C◄, C►, C▲ , or C▼ .
- To switch to the **defender closest to the basket**, press **L** + **R**.
- To **face up** the player you're guarding, press **L**.

Setting Up The Game

Game Setup screen

The Game Setup screen appears following the NBA LIVE 99 introductory sequence. Use this screen to choose game mode and other game options.

Note: Default options are listed in **bold** type in this manual.



To select Teams:

1. Control Pad left/right to cycle the available teams.

- To continue to the next screen, press **START**. The User Setup screen appears. (see the User Setup Screen section)

Game Mode

Arcade	Pick up and play! Get to the court quickly for an easy-to-play, no-rules hoops matchup.
Exhibition	Play a single game with any NBA, All-Star, or Custom teams.
Season	Test your team's consistency and endurance in a full NBA season (see the Season section).
Playoffs	Create playoff excitement without playing through a season (see the Playoffs section).
3 Point Shootout	Drain three-pointers in this **2-** to 8-player shootout (see the 3 Point Shootout section).

Arcade Mode

Arcade mode takes you quickly to the court for fast and fun hoops action. If you don't want to take up time setting up and customising your game, Arcade mode is the mode you want. Pick up and play!

To set up an Arcade game:

1. Select Arcade from the Game Setup screen.
2. Choose teams (Control Pad up/down to highlight the home or away team, then Control Pad left/right to cycle through the available teams) and other Arcade options.

Monster Dunks	When **ON**, players fly higher for more spectacular dunks.
Arcade Ball	Toggle special arcade graphics **ON**/OFF.
Arcade SF/X	Toggle special sound effects **ON**/OFF.

3. After selecting teams and other Arcade mode options from the Game Setup Screen, press **START**. The User Setup screen appears.
4. Control Pad left/right to select the team you want to control, then press **START** to get to the tip.

- To select computer control, position the controller symbol in the middle of the screen.

In the Game:

For general gameplay controls, see the Control Summary section.

- To access the Pause menu, press **START** during gameplay. A limited list of Pause menu items appears (see the Pause Menu section). To return to the game, press **START** again.

Game Setup Options

When you cycle the game modes in the Game Setup screen, the options change depending on the mode you highlight. The following section describes options available in Exhibition, Season, and Playoffs modes.

- For 3 Point Shootout mode, see the 3 Point Shootout section and for Arcade mode, see the Arcade Mode section

Quarter Length

Set the Quarter length from 2 to 12 minutes. The default option is **3** minutes

Rules

Select ON for absolute realism (players tire, get injured, and foul out), **OFF** for a game with no rules except the 24-second shot clock, or CUSTOM for a game with the rules you want.

Skill Level

Rookie	The easiest skill level. It's not hard to score, and the computer team isn't too tough on you.
Starter	Average difficulty. The computer plays tougher - you've got to work a little harder to score.
All-Star	Test yourself against the computer's cranked up offence and defence.
Superstar	Don't even try it until you've proven yourself in All-Star level.

Quick Menu Screens

You can press Z from the Game Setup screen to display the NBA Live 99 Quick Menu overlay. Select from the screens described below to customise rules, set options, view/reorder rosters, view records for saved user names and load games.

- To select a Quick Menu option, Control Pad up/down, then press **A**.

Options Screen

Set sound, display, and competition options.

Language	Control Pad left/right to set up the game in **ENGLISH**, FRENCH, GERMAN, SPANISH, or ITALIAN.
Player Momentum	When **ON**, players maintain momentum. When OFF, they stop on a dime.
Music Volume	Set the volume of the music that plays during menu screens. The volume increases as the bars fill with colour.

SF/X Volume	Set the volume of game sound effects.
Crowd Volume	Set the volume of crowd sound effects.
Speech Volume	Set announcer volume.
Automatic Replay	Set the frequency level for automatic instant replay on big plays.
Keep Scores Close	Toggle ON/**OFF**. If ON, the trailing team's abilities increase.
Slow Motion Dunks	Toggle automatic slow motion for spectacular slams ON/**OFF**.
Player Indicator	Cycle the text that appears below the players—**NAME**, NONE, POSITION (PG, SG, etc.), JERSEY #, or POSITION#.
Display Indicator For	Display the Player Indicator under **ACTIVE PLAYER**, ACTIVE TEAM, or ALL PLAYERS.
Score Overlay	Toggle continuous score display during gameplay **ON**/OFF.
Monster Dunks	When ON, players fly higher for more spectacular dunks.
Arcade Ball	Toggle special arcade graphics ON/**OFF**.
Arcade SFX	Toggle special sound effects ON/**OFF**.

In **3 Point Shootout** mode the options that are relevant to that mode appear, including the following unique option:

CPU Player	Select **VIEW TURN** to watch the CPU shooters, or SIMULATE to view human-controlled players only.

In Arcade mode, LANGUAGE is the only available Quick Menu option (Select OPTIONS then choose the language you want).

Rules Screen

Set up custom rules and simulation options.

Rules	Select **OFF**, ON, or CUSTOM rule sets. If you make any changes below, the style automatically becomes CUSTOM.
Defensive Fouls	This slider (**OFF** by default) sets the likelihood that defensive fouls are called. More fouls are called as the bars fill with colour.
Offensive Fouls	Sets the frequency of offensive fouls (**OFF** by default).
Foul Out	Toggle the possibility of fouling out **OFF** or after 2-8 fouls. In NBA play, players are ejected after their sixth foul.
Out Of Bounds	Toggle out of bounds calls ON/**OFF**.
Backcourt	Toggle "over and back" backcourt calls ON/**OFF**.
Traveling	Toggle travelling calls ON/**OFF**.
Goaltending	When ON, a defensive player may not interfere with a shot after it starts downward and has not yet touched the rim.
Illegal Defence	When ON, you can't guard an area of the court—you must guard your man. You can't double-team away from the ball.
3 In The Key	When ON, it's a violation when offensive players stay in the key for more than three seconds. The 3-second clock resets when the ball hits the rim.
5 Second Inbounding	When ON, you must inbound the ball within 5 seconds.

10 Second Half Court	When ON, you have 10 seconds to advance the ball over the half court line after inbounding in the backcourt.
Shot Clock	When **ON**, you have 24 seconds per offensive possession to get a shot off. The shot clock resets every time a shot hits the rim, a violation is called, or a change of possession occurs.
Fatigue	When ON, players tire. You must substitute accordingly, or the computer will switch players for you.
Injuries	When Injuries are ON, every time a player gets knocked down there is a small chance he will be injured.

Players Screen

Go to the Players screen to view, create, and modify players. See the Players Screen section.

Rosters Screen

Go to the Rosters screen to view/reorder rosters, make trades, sign/release free agents, and more. See the Rosters Screen section.

Stats Central

View player stats/information, and team and user stats.

- To switch between Player, Team, and User stats, press **C➤**.
- To cycle through available stat and information categories, press **C▼**.

Player Stats	Cycle CURRENT SEASON (when available), CURRENT PLAYOFFS (when available), **97/98 SEASON**, PLAYER ATTRIBUTES, and PLAYER RATINGS.
Team Stats	View CURRENT SEASON (when available), CURRENT PLAYOFFS (when available), and **97/98 SEASON** stats.

Controller Pak

Save and load seasons, playoffs, game settings, and rosters to a Controller Pak.

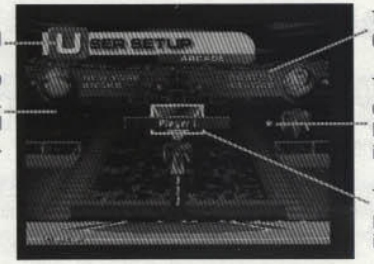
Note: Never insert or remove a Controller Pak when loading or saving files.

Load Settings	Load a saved setup.
Load Rosters	Load saved rosters.
Load Season or Playoff	Load a saved season or playoff.
Save Settings	Save rules and options changes.
Save Rosters	After creating and/or editing players, or making trades, you can save your new rosters.
Save Season or Playoff	Save your season and playoff games.
Maintenance	Manage your NBA Live 99 memory pages. The number of pages free and used, and size of each file are clearly listed so that you can easily manage your pages.

User Setup Screen

Select the team or player you want to control. From this screen you can also enter, select, and delete User Names.

- A symbol for every controller plugged into the system appears on this screen.



To enter a new user name (unavailable in Arcade mode):

1. After moving the Controller left/right to select a team, Control Pad up/down until the START NEW box appears.
2. Press **A** to activate the name entry box.

Control Pad up/down to **select** a letter, then Control Pad right to **add** another letter.
To **delete** a letter, press **C▼**.

3. To **accept** the name, press **A**.

To delete a highlighted user name, press **C▼**.

To control a specific player (unavailable in Arcade mode):

1. Press **C◄** to activate Lock Mode so that you control a specific player throughout the game.
2. Control Pad up/down to cycle through your team's players.

- When all users have selected their teams or players and user names, press **START** to go to the tip-off.

The Tip-off

Every game starts with the announcer's brief introduction followed by the tip-off.

- You can bypass the intro and get straight to the tip-off by pressing **START**.
- To **jump** for the tip-off, press **B** as the ball drops.

Playing the Game

A colour-coded circle appears under the player you control. When you have the ball, the circle is filled; when you don't have the ball, the circle is an outline. If your player is off screen, an arrow the same colour as your circle points towards him from the edge of the screen. Control Pad in the opposite direction to bring him back onscreen.

Just like in the NBA, offence and defence require different skills in NBA Live 99. While the Control Pad is always used to move your player, the buttons have different functions on offence and defence. Learn the controls first, then you can focus on improving your basketball skills and strategy.

***EA* TIP** When your player's circle pulses, he's on a hot streak that temporarily boosts his attributes.

Note: The default controls are described in this manual. If you choose to customise your controller setup, your control buttons will vary. See the Configure Controller section

Offence

Basic passing and shooting skills will only get you so far. To become a complete player, develop advanced ball-handling, passing and play-making skills.

Moving With and Without the Ball

- To **move**, Control Pad in the direction you want to move. When you release the Control Pad, you stop moving but maintain your dribble if you have the ball.

  ***EA* TIP** Once you leave your feet to shoot you must release the ball before you land, or the ref calls traveling (if TRAVELING is ON).

- To perform a **spin** move, tap **C▼**. (Hold to **back down** your defender—the player keeps his back to the basket.)
- To **crossover** dribble (dribble from one hand to the other), tap **C➤**. (Hold **C➤** to dribble between the legs.)
- To **call for a pick** when you have the ball, press **C▲** without pressing the Control Pad.
- To **turbo sprint** while moving, hold **C◄**.

Passing

Passing to the open or hot player is a key to offensive success.

- To **pass to the default receiver** in the direction you're facing, press **A**.
- To **DirectPass to a specific player**, hold **R**. Control symbols (**C◄**, **C➤**, **C▲**, or **C▼**) appear over the other four players on your team. Press **R** + the appropriate button to pass to the designated player.
- To **retain control of the passer** (perfect for give-and-go plays), hold **A**. When you release **A**, you get the ball back.

  ***EA* TIP** If the defender plays tight D as you're making your cut on the give-and-go, or if the computer-controlled ballhandler has an open shot, you can make the ballhandler shoot by pressing **C▼**.

- To throw an **automatic alley-oop pass**, throw the ball to a player with a clear path to the basket. If he is in position for an alley-oop (and if he *can* dunk), an automatic alley-oop will be executed.
- To throw a **manual alley-oop**, pass to a player near the hoop, press **L** + **C▲**. If your teammate has an open path to the basket, he leaps for the alley-oop.

Shooting

Players shoot differently depending on ability and court position. For instance, when firing it up from the outside, the player takes a jumpshot, but in the key, he attempts a hook shot or one of a variety of layups or dunks.

- To **shoot**, press and hold **B**. Release the ball at the top of your jump by releasing the button.
- To **DirectShoot** (attempt a dunk or layup when near the basket), press **L** + **C◄**, **C➤**, **C▲**, or **C▼**.

  ***EA* TIP** If you press **A** before you release **B** on a jumpshot, you can dish off a midair pass.
- To shoot a **leaner**, Control Pad toward the basket as you press **B**.
- To shoot a **fadeaway**, Control Pad away from the basket as you press **B**.
- To make a computer-controlled player shoot, press **C▼**. (Get your player in position for the rebound.)
- To pick up your dribble and **fake** a shot, tap **B**.

  ***EA* TIP** To protect the ball after picking up the dribble, press **C➤** and your player holds the ball over his head (To pivot, press **C▼**).

Rebounding and Tip-ins

You can crash the boards after a shot. If your player has good position, he tries to tip the ball in the basket when he jumps.

- To **jump**, to grab a rebound or tip the ball in, press **B**.

Defence

Defence wins games. You can score all day, but you won't chalk up many wins until you stop the other team.

Switching Defenders

Use the following switching techniques to devise a defensive strategy that works best depending on your opponent's offence.

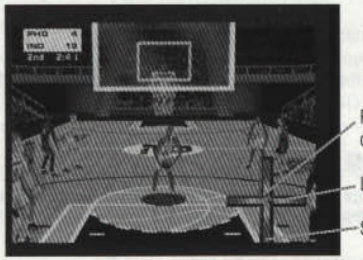
- To **switch control** to the defender closest to the ball (between the ball and basket), press **A** without pressing the Control Pad.
- To control the defender closest to the ball in a **specific direction**, Control Pad in the direction of the defender and press **A**.
- To **DirectSwitch to any defender** (no matter where he is on the floor), press **R** + **C◄**, **C►**, **C▲**, or **C▼**).
- To switch to the defender **closest to the basket**, press **L** + **R**.

Playing Defence

- To **jump** to reject a shot or work the glass, press **B**.
- To attempt to **steal** the ball from an opponent, press **C▼**.
- To **hand check**, press **C►**. To hand-check aggressively, press **C◄** + **C►**. (The ref may whistle you for a foul, though.)
- To call for a **double team**, press **C▲** without pressing the Control Pad.
- To **face up** your man, hold **L**. Your player maintains a defensive stance with his back to the basket.

Free Throws

When the refs spot a foul, they blow the whistle to stop play. If the foul warrants a free throw, the fouled player goes to the line and the T-Meter™ appears. Use the T-Meter to aim your shots from the line.



The ball moves left/right on the horizontal bar to control the left/right accuracy of your shot.

- Press **B** when the ball is in the center of the bar to aim your shot.

The ball moves up/down on the vertical bar to control the distance of your shot.

- Press **B** when the ball is in the center of the vertical bar. The player shoots the ball. Normal play resumes after the final free throw.

The speed the basketball cursor travels on the bars of the T-Meter is controlled by the player's Free Throw rating and the game difficulty mode.

Pause Menu

The Pause menu appears whenever you press START to pause the game. You must pause the game to call a time-out, make a substitution, or choose from other menu items. The TIME-OUTS and SUBSTITUTION options are not always available—for instance, you can make a substitution only when the play clock is stopped. You cannot select dimmed options.

Note: The Pause menu in Arcade mode consists of the following options only: Instant Replay, User Setup, Configure Controller, and Quit Game.

Time-Out

You can pause the game at any time. However, you can only call a time-out when you have possession of the ball or when play stops for a dead ball. The number of time-outs remaining is listed after TIME-OUT in the Pause menu. Each team gets 7 time-outs per game.

To call a time-out:

- Select TIME-OUTS from the Pause menu. SUBSTITUTION becomes available if it was not already.

Substitution

You can make player substitutions when the play clock stops between periods, or when it stops for a time-out or for a violation such as a foul or out of bounds turnover. When the clock is not stopped, the Substitution option is not available.

To make a substitution:

1. When the clock stops, select SUBSTITUTION from the Pause menu. The Substitution screen appears and lists the 5 players in the game.

   - To cycle player stats for the current game, press Control Pad left/right.
   - You can also view player attributes and ratings and 97/98 stats by pressing **C▼**.

2. Control Pad up/down to select the player you want to take out of the game and press **A**. The player's name is highlighted.

3. Select the player you want to put in the game and press **A** again to insert that player into the lineup.

- To view the opposing team's roster, press **C➤**.
- To accept any changes and exit, press **START** (**B** to cancel any changes and exit).

***EA* TIP**: To make quick situation substitutions, press **L/R** to cycle through various types of lineups—**CURRENT**, STARTING, 3 POINT, FAST, BIG MAN, FREE THROW, and 12TH MAN.

Team Strategy

The computer automatically calls offensive and defensive strategies based on authentic NBA team strategy. If you want more control, you can choose a specific strategy from the Team Strategy menu.

- To quickly adjust defensive matchups, press **C▼**. The Defensive Matchups screen appears.

Defensive Matchup Screen
Change defensive matchups, vary defensive pressure, and setup double team assignments.

- To change any individual defensive assignment, select a player on your team, then select the opponent you want him to defend.

Pressure Press **C▼** to cycle defensive pressure L(ow)/M(edium)/H(igh)/**A**(uto) for any player on the floor.

Double Team Press **C➤** to cycle double team Y(es)/N(o)/**A**(uto) for any player(s) on the floor.

Note: The following instructions and tips apply against the computer. It's impossible to provide a strategy that will work against every human opponent, as different people will play differently from the same offensive or defensive set. However, the tips should work well against most human opponents.

Offensive Strategy

Auto: The computer selects an offensive strategy based on game situations.

Isolation: A great offence for one-on-one or two-on-two play, the Isolation set spreads the floor to separate most of the defenders from the ball. Use Isolation to get your best player the ball or exploit a weak defensive player on the opposition.

3 Point: This offence gives you the opportunity to score points in a hurry if you're behind or just want to blow someone out. You need players who can hit from downtown.

High Post: This offence gives you good floor balance, giving you good position to hit the offensive boards. The two post players set screens to give themselves good post position and free up perimeter players for open shots.

Motion: This offence provides good floor balance and lots of player movement. Run motion patiently and you can usually get an open shot.

Sideline Triangle (s): This offence generates excellent perimeter movement. Great spacing provides opportunities for inside play, but more importantly, chances for players to drive to the basket.

Inside Triangle (s): This offence involves three players in the key for excellent inside movement. With a variety of screens being set between the three players, you're almost guaranteed to get a good shot somewhere.

Box: This set is useful for getting the ball to two strong post players. The two post players start high then cut to good post position in the paint.

Defensive Strategy

Auto: The computer selects a defensive strategy based on game situations.

Full Court Press: Play man-to-man defence over the entire court. Used most often (but not exclusively) by teams that are behind, it creates turnovers and up-tempo play.

3/4 Court Press: The two guards pick up the ballhandler(s) just after the three-point line in the backcourt and pressure the ball. Though it poses a lower risk than the Full Court Press, the goal is the same—cause turnovers.

Half Court Press: This pressure defence uses the half court line and the sideline as a sixth defender while attacking teams as they bring the ball across half court. The goal is to force turnovers and quick shots.

Quarter Court: In this conservative defence you play back and protect the basket so that your team doesn't give up any easy shots.

Half Court Trap: Two defenders try to 'trap' the ballhandler and force him to give up the ball to someone else, while the other three defenders try to shut down the passing lanes.

Crash Defensive Boards
Cycle aggressive defensive rebounding ON/OFF/**AUTO**. Pound the defensive glass, or let players cheat back to start a potential fast break. AUTO switches aggressive defensive rebounding on and off at appropriate times during the game.

Crash Offensive Boards
Cycle aggressive offensive rebounding ON/OFF/**AUTO**.

Defensive Pressure
Set defensive pressure LOW/MEDIUM/HIGH/**AUTO** for the entire team. Set an aggressive ball-hawking defence if HIGH, or let players play a more conservative hands-off defence if LOW. AUTO switches pressure based on game situations. (To set individual defensive pressure, see the Defensive Matchup Screen section.)

Camera Options

Camera Type	Cycle the available camera angles.
Zoom	Set how near/far you want the camera to zoom in.
Reverse Angle	Select **OFF** for the normal camera view or ON for the camera's reverse angle.
Close ups in the Key	When ON, the camera zooms in on action in the key.
Freethrow Camera	Select the camera angle you want to use when shooting free throws.

Play Options

Jump to the various options screens.

Set Rules	Go to the Rules screen (see the Rules Screen section) to change rules and style options.
Set Options	Go to the Options screen (see the Options Screen section).
User Setup	Change controller options—perfect if a player leaves or joins a game in progress. This option also allows you to switch teams or lock onto a specific player.
Configure Controller	Go to the Configure Controller screen to select offensive and defensive button assignments.

- To change a button assignment for an action, highlight the action then press the button you want to assign to it.
- To select player SHOT CONTROL, toggle between **MANUAL** and AUTO. In Manual mode, the chance the shot will go in is determined by the distance, angle, and button release point of the shot. In AUTO mode, the shot's probability is determined by the NBA player's statistics and attributes rather than by user control.

Shot Display

View a chart displaying shots taken/made by each team or by each player during the game. You can view the shot chart for each quarter or for the entire game. To view shots outside the default viewing area, press **R** + Control Pad up/down.

Instant Replay

You can view a replay of the last few seconds of action during the game.

- To go to the Replay screen, select INSTANT REPLAY from the Pause menu. An overlay displaying the controller functions appears.

Replay Action	Control
Cycle camera options	C◄/C►
Zoom in/out	A/B
Play/rewind	Control Pad left/right
Slow motion forward/back (Tap to move frame by frame)	Control Pad up/down
Reverse angle	C▼
Hide Instant Replay Overlay	Z
Change camera focus to different player/area of the court (when available)	L/R
Exit Instant Replay	START

Stats Central

View Stats Central to check out current game stats or, if available, stats for the current season or playoffs.

To cycle through TEAM STATS, USER STATS, and **PLAYER STATS**, press **C►**.

Team Stats	View both teams' statistics for the current game or for the 97/98 season.
Player Stats	View statistics (current game and 97/98 season), attributes and ratings for the teams on the floor.
User Stats	View stats (sorted by controller) for all human players.

Note: User Stats accumulate only for user-controlled players.

Quit Game

Exit the current game and go to the Game Setup screen, or start a grudge match between the same teams.

End of the Quarter/Half/Game

End of the Quarter: The buzzer sounds, play stops, and the score is displayed. Press START, and the Quarter Stats screen appears. Press START to continue. The teams return to the floor.

End of the Half: After the score is displayed, press START. The Quarter Stats screen appears, followed by the Top Performers screen and Halftime report. Press START to continue after each screen. When play resumes, all uninjured players regain most, if not all, stamina.

End of the Game: After the final buzzer, the final score is displayed. Press START, and the Quarter Stats screen appears. Press START after each screen, and the Player of the Game's stats are displayed. Next, the Postgame menu offers stats and replay options. When you're done looking at the screens, press START.

Game Modes

Season Play

You can take a team through an entire season (including playoffs) in NBA Live 99. Detailed statistics are tracked for every player in the league.

***EA* TIP** If you're short on time, you can play a shorter season or let the computer simulate a portion of your schedule.

When you start your season, the Season Settings screen appears and is followed by the Season Team Select screen.

Season Settings Screen

Set the options for your season.

Schedule Type	Play the **98/99** NBA season schedule or set up a RANDOM schedule.
Season Length	Set the number of games each team plays during the season 28, 56, or **82**.
Playoff Length	Set the number of games for each playoff round. Choose from **5-7-7-7** (the NBA format; 5 games in the first round and 7 games thereafter), 1-1-1-1, 1-3-3-3, or 3-5-5-5.
Enforce Trade Deadline	Select **YES** to bar trades after the February 18 trade deadline, or NO to allow trades during the entire year.

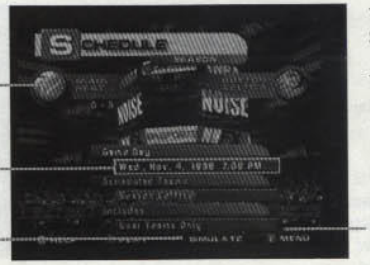
Season Team Select Screen

Choose the team or teams you want to control throughout the season.

- Control Pad left/right to cycle through an alphabetical listing of the teams.
- You can also view the teams by various statistical rankings. Control Pad up/down to highlight a different category.
- To toggle USER/**CPU** control, press **A**.
- Press **START** to continue. The Schedule screen appears.

Schedule Screen

Play or simulate games throughout your team's season and access the various Season screens.



Season Setup	Modify the settings that can be changed after the Season begins.
Select Teams	Change the team(s) that you control at any point in the Season.
Injury Report	View a list of injured players (if any) by team.
Standings	View standings by conference/division.
Go To Playoffs	Go directly to the Playoffs. The current standings determine Playoff brackets.
Exit Season	Quit the Season and return to the Game Setup screen.

The NBA Playoffs

You can create your own playoff atmosphere in NBA Live 99. Start with an NBA team in Season play and try to dominate the long road to the Playoffs, or set up your own custom Playoffs as described below.

When you start your Playoffs, the Playoff Settings screen appears. Set your playoff length, then proceed to the Playoffs screen.

Playoff Length	Set your playoff format. Choose **5-7-7-7** (the NBA format), 1-1-1-1, 1-3-3-3, or 3-5-5-5.

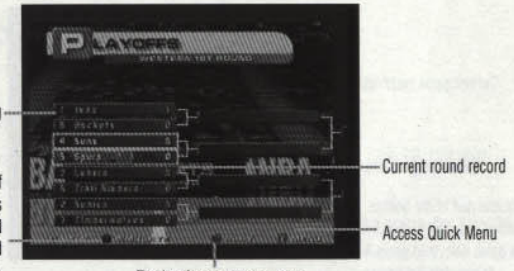
Playoff Team Select Screen

Select teams and user control options. The playoff matchups default to the 1998 NBA playoffs.

- To change teams, highlight a team, then press **L/R** to cycle and select a different NBA teams.
- To toggle USER/**CPU** control for the highlighted team, press **A**.
- To switch conferences, Control Pad left/right.
- After choosing your matchups, press **START** to continue. The Playoffs screen appears.

Playoffs Screen

The Playoffs screen initially shows the Western Conference matchups. As the Playoffs progress, winning teams advance toward the Finals.



End of the Game
After a Playoff game, the endgame screens appear as normal. Press START to continue, and the NBA Playoffs screen appears. Each playoff team is listed with number of wins.

End of the Round
- If you win your round, your team advances to the next bracket to face a new opponent.
- If you lose a round, you return to the NBA Playoffs screen to see the final playoff results. Press **START** to return to the Game Setup screen.

3 Point Shootout

The goal of the 3 Point Shootout is to drain as many 3 pointers as possible in 60 seconds. There are 5 racks of 5 balls spread around the 3-point arc. Each bucket counts for one point, except for the last ball in each rack—each "bonus ball" is worth two points.

When you choose 3 POINT SHOOTOUT from the Game Setup screen the following 3 Point options appear.

Players	Select **2**–8 shooters.
Split Screen	When ON, two players shoot simultaneously
Skill Level	Select **ROOKIE**, STARTER, ALL-STAR, or SUPERSTAR.

Player Setup Screen

- To choose players for a 3 point contest, Control Pad left/right to change players (press **L/R** to cycle teams).
- To toggle **CPU**/PLAYER control, highlight a player and press **A**.

On the Floor

- To **grab the next ball** from the rack, press **C◄**.
- To **shoot,** press **B**.
- After your player shoots the last ball in each rack, he automatically hustles to the next rack.
- If more than two players enter the contest, the shooters with the highest scores at the end of each round advance.

Rosters Screen

The Rosters option from the Quick Menu provides access to a wealth of NBA player and team info, and lets you reorder your roster, trade, sign, and release players.

- To access the Rosters screen, press **Z** from the Game Setup screen to bring up the Quick Menu overlay and select ROSTERS.

Note: Team rosters are determined by actual NBA rosters as of July 22, 1998. Some players are not included in the game for legal or contractual reasons.

Reorder the Roster
- To reorder a roster, select a player (a basketball behind a player's name indicates that he's a starter) and press **A**, then Control Pad up/down to select another player then press **A** again. The players swap places in the lineup.

Note: Only 12 players are allowed to suit up for a game. If you want to use a player, he must occupy one of the first 12 roster slots. The remaining 3 slots are for injured reserve.

Trade Players
- To trade players, select a player from one team and press **A**, then Control Pad left/right to select a player from the other team and press **A** again. The players are traded.

Note: In Season mode, trades can't be completed after **February 18** if ENFORCE TRADE DEADLINE is set to **YES**.

Stats Screens

Before pulling the trigger on a trade, it's a good idea to compare player stats to see exactly what you're getting and what you're giving up.

Compare Access this screen to see a head-to-head comparison of players.

- **To compare 2 players:**

1. Highlight the first player and press A.
2. Highlight a player to compare him to, then press C▼

View Access this screen to view stats for each player.

- To view a player's stats, highlight a player, then press C◄

Free Agents

In addition to trading players to another team, you can pick up and release players from/to the free agent pool.

- To cycle through the available teams and the Free Agent list, Control Pad left/right. The team's number of open roster slots is listed under the team name.

To pick up a player from the free agent list:

1. Highlight a player from the free agent list and press **A**.
2. Select an empty slot on the team you want to add the free agent to, then press **A**. The free agent appears on the team's roster.

To release a player to the free agent list:

1. Highlight a player from any team and press **A**.
2. Select an EMPTY slot in the free agent list and press **A**. The player becomes a free agent.

Create Custom Teams

You can create a custom team with NBA players or set up a team with created players. (Available only when you access ROSTERS from the Quick Menu on the Game Setup screen.)

- To create a custom team, Control Pad left/right through the teams until you see the Custom squads.
- To build your custom squad, copy players from any NBA teams—perform this just like signing a free agent (see the Free Agents section). The player plays on your team and the NBA team. (To remove him from your team, highlight him and press **C◄**.
- To edit your Custom Team, press **C►**. You can change the Logo, City Name, and Team Name.

Players Screen

The Players option from the Quick Menu lets you view player stats and provides access to the Create Players screen.

Create Players

Create players from scratch or create modified versions of NBA players. You can create a player for a specific team if the team has an available roster slot. Otherwise, you can place a newly created player on the free agent list and pick him up later via trade.

- Select PLAYERS from the Quick Menu (see the Quick Menu section), then press **A** to access the Create Custom Players screen.

Create Custom Players

First/Last Name Enter the player's first and last name.

- To select a letter, Control Pad up/down, then Control Pad right to add another letter. (**C▼** to delete a letter.)
- To accept the name, press **A**.

Team	Place the player on an NBA team with a free roster slot or assign him to the FREE AGENT list.
Bench Position	Select the player's roster position (e.g., starter or back-up).
Natural Position	The player's natural position (e.g., CENTER).
Hand	Select LEFT or RIGHT hand for dribbling and shooting.
Jersey #	Select a jersey number from 00—99.
Height/Weight	Adjust the player's height and weight.
College	Select the player's college.
Years pro	Select from 0 (Rookie) to 20 years of experience. This doesn't affect the player's skill ratings (which are set below).
Head/Hair Style	Determine the player's appearance
Facial Hair	The 3-D player model reflects your selections.
Features	Select player accessories such as coloured headbands and eyewear.
Endurance	Determine your player's endurance level.
Shooting Range	Set the range (8 ft.–25 ft.) from which the player is comfortable shooting.
Clutch	Determine how your player does in pressure situations. Set the rating to 5 for the ultimate clutch performer.
Player Ratings	There are 17 individual skill ratings (grouped by shooting, defence, rebounding, and other skills). You can select ratings from 50 (not very skilled) to 99 (absolute superstar) to tailor the created player to your liking. It's fun to create a player with all 99 ratings, but you'll preserve a better balance (and ultimately, a better NBA Live 99 experience) by assigning more realistic ratings to the players you create.

Edit Player

Edit an existing custom or NBA player.

Delete Player

Delete an existing custom player. This option isn't available until you create a player.

Reset Player

Reset an edited NBA player to his default settings. This choice isn't available until you edit an NBA player.

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