

MIDWAY

MIDWAY HOME ENTERTAINMENT INC.
P.O. BOX 2097
CORSICANA, TX 75151-2097
www.midway.com

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PlayStation

NBC Sports

EUROCOM

PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-00948

NBA SHOWTIME
NBA ON NBC



ENDORSED BY SHAQ

MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

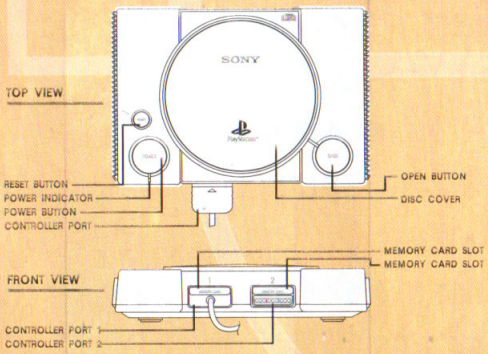
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the game disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

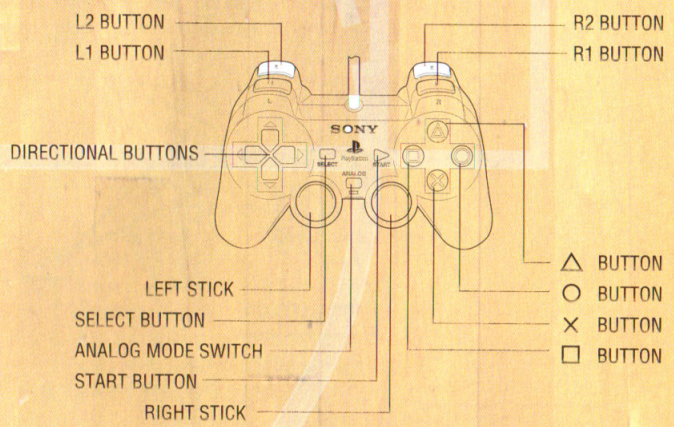


Press Start to pause the game. The Confirm Exit Menu will appear. To quit a game in progress, select EXIT GAME and press the X button. If you wish to continue your game, select CONTINUE and press the X button.

CONTROLLER

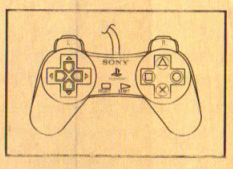
Before you take to the court, get to know your Controller.

Dual Shock™ analog controller



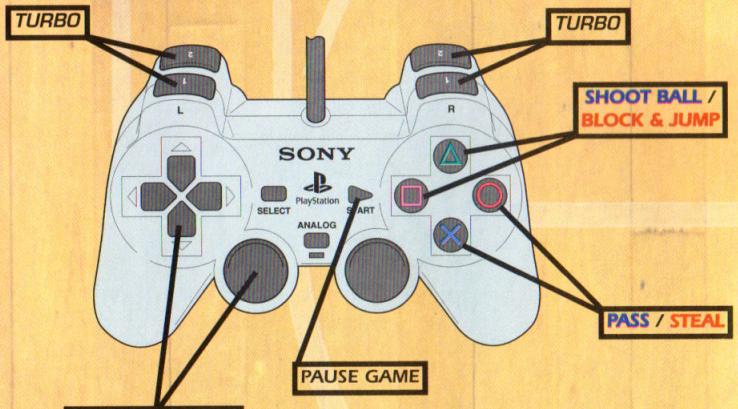
NOTE: Compatible only in Digital and Analog mode
or
Compatible only in Digital and Vibration mode
or
Compatible only in Digital mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



DEFAULT CONTROLS

KEY: OFFENSE / DEFENSE



*Left Analog Stick can only be used when Analog Mode is activated. To activate, press the Analog button.

MENU NAVIGATION

To navigate through the game menus (i.e. Options), use the Directional button (Up, Down, Left & Right depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the X button. To go back to the previous menu and/or cancel the previous selection, press the ▲ button.

STARTING THE GAME

At the Demo or Title screen, press START. After a brief pause, you will see the START/OPTIONS Menu. You can select to start a game or access the game's options by pressing Up or Down on the Directional button. When you have selected, press the X button to access the next menu. The Options Menu is discussed on Pages 7-8. First we will tell you how to begin a game.



At the START/OPTIONS Menu, highlight START GAME and press the X button to begin a game. Next you can choose what player you wish to be (Player 1-4). When you have decided, press the X button. The next screen is the MAIN Menu. From here you can CREATE A PLAYER (see Pages 9-11.), ENTER INITIALS (to Load a previously saved character from a Memory card if one is inserted) and SELECT TEAM. If you are having a multi-player game, every player can press START to jump in. If more than two people are going to play, you will need four controllers and a **Multi Tap** adapter.

If you choose to use the Multi Tap adapter, remember that a controller must be plugged into Controller Port 1-A on the Multi Tap before you connect the Multi Tap to Controller Port 1 or Controller Port 2 on your PlayStation® game console.

Before you begin your game, read the remaining pages in this manual for information on playing the game, adjusting the game's options and much more!

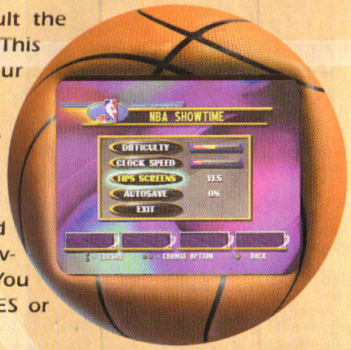
OPTIONS MENU

At the START/OPTIONS Menu, highlight OPTIONS and press the X button.

Under the Options Menu you will find the following sub-menu selections: GAME, SOUND, CONTROLS, LOAD, SAVE and EXIT. Highlight the one you want and press the X button. Each option can be adjusted by pressing Left and Right on the Directional button. To go back to the previous menu (START/OPTIONS), press the ▲ button.

GAME

DIFFICULTY: This determines how difficult the computer-controlled opponents will be. This basically determines how difficult your game will be.



CLOCK SPEED: You can speed up the game clock here. This controls both the time in the game and the shot clock.

TIPS SCREENS: After the 1st and 3rd Quarters of a game, screens will appear giving you tips on how to play the game. You can turn them On or Off by selecting YES or NO here.

AUTOSAVE: You can choose to automatically save your game data (records, created players, etc.) here. You can turn the option ON or OFF, but remember that you must have a Memory card inserted before and during play for this option to work.

EXIT: This option will take you back to the Options Menu. Highlight EXIT and press the X button.

OPTIONS MENU

SOUND

MUSIC: This controls how loud you want the game's background music to be.

SFX: Use this option to adjust how loud you want the game's sound effects to be.

ANNOUNCER: Is the commentary getting to you? Well, you can either let the announcer speak (ON) or you can shut him up for good (OFF)!



EXIT: This option will take you back to the Options Menu. Highlight EXIT and press the X button.

CONTROLS

This option will allow you to configure the controller to your liking. Select which controller you wish to configure (1-4) and press the X button. See Page 6 for important information regarding Three or Four Player games.

You can configure the controller by pressing Left and Right on the Directional button to cycle between 3 different controller presets. When you have selected the preset you want to use, highlight EXIT and press the X button.

LOAD / SAVE

When you have a Memory card inserted, you can either LOAD or SAVE your game data here. Highlight the option you want and press the X button. The game will confirm your data load or save and inform you whether the action was successful or not.

EXIT

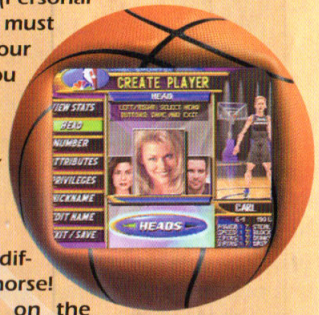
To exit back to the START/OPTIONS screen, highlight EXIT and press the X button.

CREATING A PLAYER

At the Main Menu (see Page 6), highlight CREATE PLAYER and press the X button. The game will ask you if you're sure you want to enter this mode. Select YES or NO and press the X button.

The Create Player feature allows you to create your own player. You can choose what number they will be, their skills and weaknesses and even give them a different head! The first thing you must do is enter your player's name. The name can be up to six characters long. Highlight the different letters using the Directional button. To choose a letter, highlight it and press any button. To erase a letter, highlight BACK (bottom-center) and press a button. To end your name entering, highlight END and press the X button.

The next thing you must do is enter a PIN (Personal Identification Number) for yourself. Your PIN must be four numbers. When you have entered your numbers, press the X button to continue. You may now continue creating your new player!



VIEW STATS

You can view your player's statistics here ONLY if you have saved player data.

HEAD

Choose a head for your character. Select from different players, team mascots and even a horse! Select a head by pressing Left and Right on the Directional button. To select your player's head, press the X button.

NUMBER

Your player's number can only be two digits long. Choose the number the same way you entered the player's name and PIN.

CREATING A PLAYER

ATTRIBUTES

You can select what attributes your player will have. Do you want them to be good at Dunking? Unstoppable at Three-Pointers? Tall as a building? There are a variety of ways to customize your player here but you have a point total of 80 to work with. You can earn points for every three wins. Every time you press Right on the Directional button (to boost up your player's attribute) you lose points. Every time you press Left on the Directional button (to decrease your player's attribute) you gain points. Remember that the stronger your player is in one attribute, the weaker they are in another.

PRIVILEGES

There are seven privileges you can add to your character to help them on the court. You can only select 2 out of the 7 privileges.

STEALTH TURBO: When you use your Turbo in the game, your player's shoes will change color. With Stealth Turbo, your shoes will not change color, leaving your opposition wondering if you're using Turbo or not!

BIG HEAD: Add a giant head to your character.

DRONE BIG HEAD: You can give your Drone a big head as well.

COURT SELECT: You can choose before each game to play on your favorite court.

CHOOSE HOTSPOT: Pick a spot on the court to be your hotspot. When you shoot from that spot in the game, odds are you're going to make it.

HIDE ATTRIBUTES: This will hide your attributes from your opponents and leave them guessing as to how good you really are!

CHOOSE JERSEY: Select a jersey for your player to wear, regardless of what team they're going to play for. You can even wear a Team Midway one!

CREATING A PLAYER

NICKNAME

Press Up and Down on the Directional button to select from a wide assortment of nicknames for your player. To hear the announcer call out the nickname, press Left or Right on the Directional button. When you find one you like, press the X button.

EDIT NAME

You can edit your player's name and PIN here. When you select it, the game will ask you if you really want to change your player's name and PIN. Select YES or No and press the X button. If you select YES, you will have to enter a new name and PIN for your player. The new data will be saved to your Memory card (if one is inserted).

NOTE: Any identical name and PIN will be overwritten when saving to the same Memory card.



EXIT / SAVE

Selecting this will exit the Create Player Menu. After you confirm that you want to exit, the game will automatically save your new player data (if you have a Memory card inserted).

PLAYING THE GAME

At the Main Menu you can select ENTER INITIALS to load a saved player or you can play with the NBA athletes by choosing SELECT TEAM.

ENTER INITIALS

Select ENTER INITIALS and press the X button. Next you will be asked if you want to enter your initials. If you select YES you can enter the name and PIN of a saved player (if you have one). If you select NO, you will go straight to the team-select screen.

SELECT TEAM

You can select an NBA team to play with. To select the teams, press Up and Down on the Directional button. The team's roster of players is located next to the team list. When you have picked the team you want to use, press the X button. The next screen is the Player Select screen. If you chose to load a saved player from a Memory card, you will only be able to select your teammate (Drone). If you did not load a player, you will be able to pick your player from the roster as well as your partner.



To select a player, toggle between players by pressing Up and Down on the Directional button and then pressing the X button. Simply repeat this action when you select the player you want to be your teammate.

Depending on how many people are playing, each player can load a saved character from their Memory card (in Memory Card Slot 1 only), or follow the steps above to choose their player.



CODE ICONS

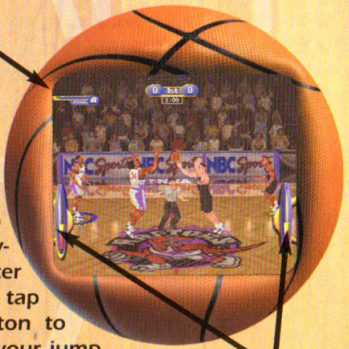
When all of the players have been selected (and all of the players have pressed their X button) the game will move forward to the Match-Up screen.

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

To input more than one code, follow the procedure above, then quickly press the Directional button Left, Right, Up or Down. The codes you entered first will flash and remain on-screen. At this point, you can enter another code before the game starts. The first code you entered will be stored, as well as the second one. Do this procedure quickly, or you'll run out of time.

The next few pages will show you what to do in the game and what to look for!

TURBO METER



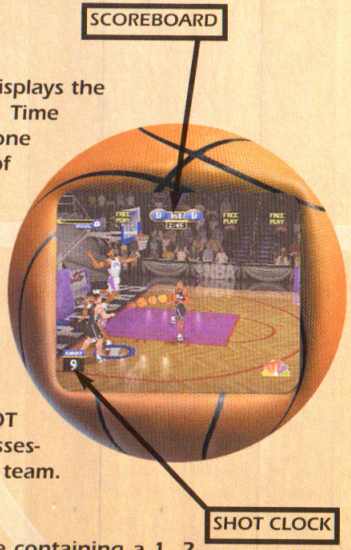
JUMP BALL METER

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

JUMP BALL METERS

TURBO METER

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



SCOREBOARD

At the top of the screen, the Scoreboard displays the score of the game, the Quarter and the Time remaining. When the clock is under one minute, it's displayed on the lower right of the screen until time expires.

SHOT CLOCK

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

POSSESSION CIRCLES

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

The next few pages are devoted to the basic skills it takes to play the game. So pay attention if you want to play this game right!

DRIBBLING

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

SHOOTING

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

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

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

PASSING

This isn't always such an easy skill. Make sure your man is open when you pass, and don't be a ball hog. It's much harder to take the ball away from two players working as a team.

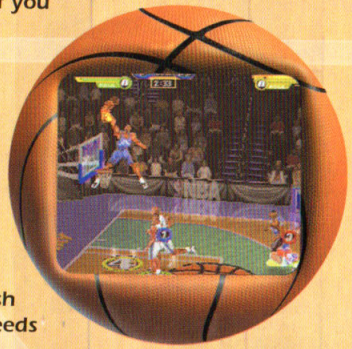
You can press the Pass Button as you go to the hoop to dish off to your teammate or to escape opponents in-your-face at the hoop. Skilled Point Guards pass more creatively then big guys or forwards.

REBOUNDING

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

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

ON FIRE!



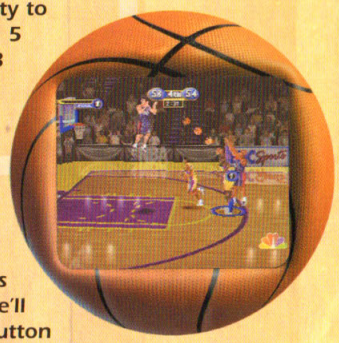
A player who sinks three hoops in a row (without letting their opponent score) becomes "On Fire" and is set aflame. The ball will smoke when he gains possession and gains Unlimited Turbo. When he shoots the ball, he has a much greater chance of making any shot he throws. Take full advantage of a teammate who's on fire. It's no time to be a ball hog. To extinguish a player who's on fire, the opposing team needs to make just one basket.

When a team of players do three Alley Oops or Double Dunks in a row, you achieve Team Fire. At this point, both players are on fire with Unlimited Turbo until the other team makes an ally oop.

Take your opponents to town and start a run. To stop Team Fire, the opposing team must complete an Alley Oop or Double Dunk. If a player or team is on fire at the end of a quarter, they will still be on fire to start the next quarter.

HARD CONTACT

Here's a move that will help you start a run. Press the Turbo and Pass Button to knock your opponent on his butt. The ball may or may not come loose, but it's a good opportunity to create a turnover. Be careful though, commit 5 fouls and your opponent will be given a 3 Point free throw attempt and possession of the ball if they make the shot!



THE ALLEY OOP!

Yes, the most exciting part of the game! Dazzle your friends with this one. As you go hard toward your net, watch for your teammate flying toward the net. When he jumps high and flashes in the air, press the Pass Button to dish the ball off. If all goes well, he'll slam it home! Press Turbo and the Shoot Button together to go up yourself.

HEAD FAKE

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

CLEARING OUT

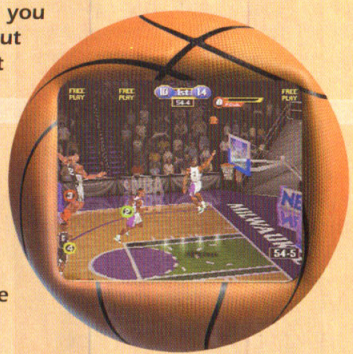
If for some reason you're held up and have to pass the ball or shoot, quickly tap the Turbo Button to grasp the ball hard and throw elbows from side-to-side. This will make it more difficult for your opponent to steal the ball.

SPIN MOVE

As you dribble, quickly tap the Turbo Button twice.

THE DOUBLE DUNK

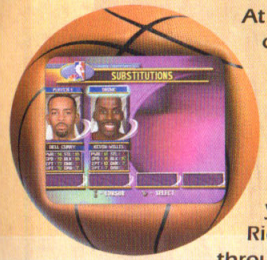
Oh...wait...this is the most exciting part of the game! Teammates can both jump high and drive hard to the hoop, then the ball carrier must press the Pass Button to dish off to his flashing teammate behind him. Repeat this move, then leave your opponents guessing if you'll pass or not. Either way, you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



BLOCKING SHOTS

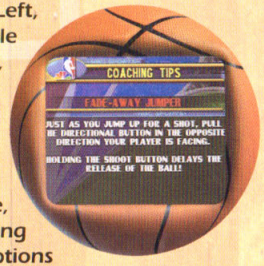
This is one of the keys to a great defensive game. Try to time a players shot attempt, then step in front of him and press the Shoot Button. If he's way up there, press your Shoot Button and the Turbo Button to greet him above the rim.

TIP: A player's attributes will tell you what skill he is best able to perform. A good shooter will make more 3-pointers, a power player will get more rebounds and be harder to clear out, and a dunker will do higher, more exciting dunks. Remember this when you create your own player.



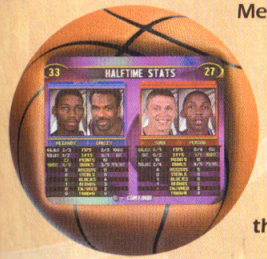
At Halftime, you have the opportunity to substitute one or both players. If you have loaded a created player, you will not be able to substitute them. You won't be able to change teams, so you'll have to select different players from the team you chose prior to the game.

At the Substitution Screen, press your Directional button Left, Right, Up or Down to cycle through the available players, then press the X button to return to the floor.



COACHING TIPS

After the 1st and 3rd quarters, Coaching Tips are displayed. Read them carefully to get helpful playing tips and special moves. If you go into Overtime, you'll get more tips between each quarter. The Coaching Tips can be turned OFF in the Options Menu (see Page 7 for more details).



At Halftime, the Halftime Stats Screen will appear with current game stats for all four players in the game.

At the end of the game, the End Game Stats Screen will appear. Following the End Game Stats Screen, the Scoring Breakdown Screen appears. It displays the breakdown of point totals for each quarter.

HIGH SCORES

Here's some space for you to keep track of your High Scores.

PLAYER	SCORE

PLAYER	SCORE

HIGH SCORES

PLAYER	SCORE

PLAYER	SCORE

MIDWAY ARCADE TEAM

Programmers	Mark Turmell, Mark Guidarelli, Rob Gatson, Dan Thompson, Jeff Johnson, Shawn Liptak, Ed Keenan, Mike Lynch & Jason Skiles
Artists	Sal Divita, Jennifer Hedrick, Eugene Geer, Tim Bryant, Matt Gilmore, Jim Gentile & John Root
Sound	John Hey
Announcer	Tim Kitzrow

MIDWAY HOME ENTERTAINMENT TEAM

Producer	Brian Lowe
Associate Producer	Zach Wood
Assistant Producer	Jason Barnes
Print Design & Production	Midway Creative Services, San Diego, CA
Product Testing Manager	Rob Sablan
Product Testing Supervisors	John Ubalde, Seth McNew & Jeff Greenhut
Lead Tester	Sheila Julaton
Testers	Aaron Orsak, Raymond Veerkamp, Ryan Zammit, Levi Weiershauser, Rob Parnell & Ricky Orias
Product Manager	Dean Schulte
Special Thanks	M.P.E., Krissy Braun, Greg Lassen & The NBA, Neil Wright & NBC, Deborah Fulton, Ira Kalina, Elisa Mathez, Jason Young, Jeff Tamayo,Shon Flanagan, Ajamu Shaw, Jeff Truax & Matt Vella

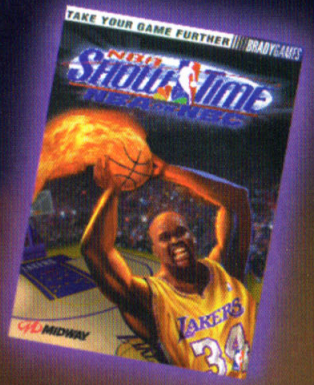
CONVERTED BY EUROCOM ENTERTAINMENT SOFTWARE

Lead Programmer	Paul Bates & Simon Mills
Tools Programming	Chris Jackson, Andy Mitchell & Kevin Marks
Additional Programming	Ian Denny, Tim Rogers & Mark Hetherington
Models/Textures	Andy Bee, Nigel Bentley & Darren Hyland
Audio	Neil Baldwin & Guy Cockcroft
Lead Tester	Andy Collins
Testers	Phil Bennett, Andrew Walker & Adam Timmins
QA Manager	Mike Botham
Director	Hugh Binns
Special Thanks	David Schwartz, Kris Adcock, Ashley Finny, Mark Duffill & John Weeks

Talk the Talk... and Back it Up...

Get all the secret codes, hidden characters and sweet spots with the BradyGAMES NBA Showtime: NBA on NBC Official Player's Guide.

Master the double dunks, fade-aways and crushing defense to become NBA Champion.



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