
PlayStation
NTSC U/C
PlayStation
KIDS TO ADULTS
CONTENT RATED BY ESRB
SLUS-00243
#21075
Warner Bros.
SPACE JAM
INTERACTIVE ENTERTAINMENT
Acclaim
entertainment, inc.

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

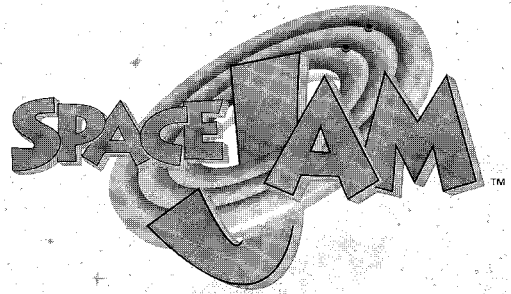
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic 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 users manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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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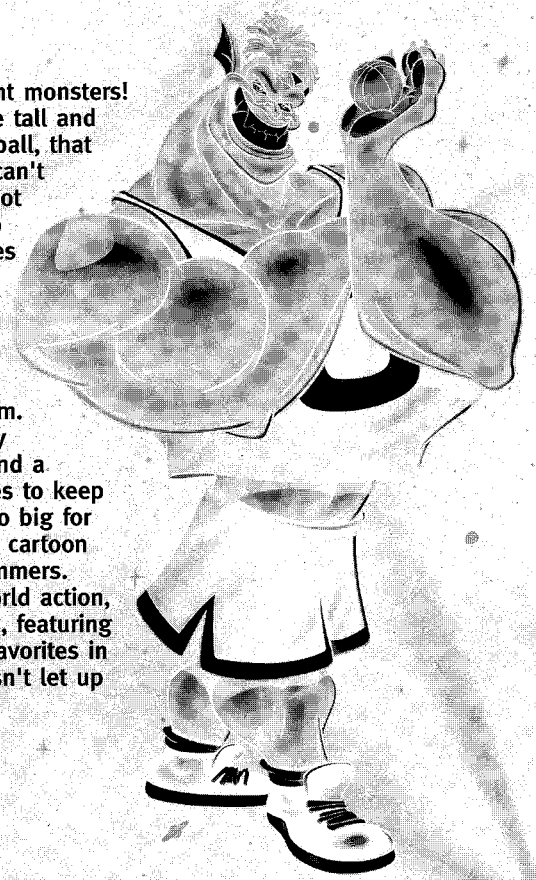
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STORY

The universe is awash in mutant monsters! They started small, now they're tall and they want the ball! The basketball, that is. Bugs can't stop 'em. Daffy can't stop 'em. Taz can't stop 'em. Not even Foghorn Leghorn can stop 'em. What can the Looney Tunes crew do? They put their heads together (YOUCH!) and concluded that they need some serious hoop help. Luckily, they've convinced Michael Jordan to join their team. When he hears about the loony dilemma, Michael's ready to lend a dunk and jam--whatever it takes to keep these Monstars from getting too big for their britches! Join in this crazy cartoon contest to defeat the jumbo jammers. Space Jam offers out-of-this-world action, with ridiculously fun sub levels, featuring all your Warner Bros. cartoon favorites in a free-fall, free-for-all that doesn't let up even in the locker room!



NOTE: Only Player 1 has control of Menus, including selection of Sublevels, Substitution Screens and Options.

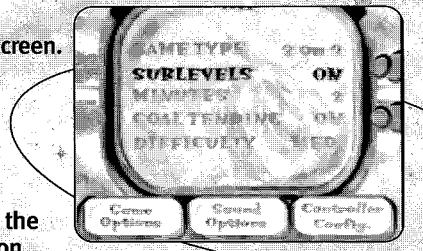
You will see the Space Jam Title Screen, featuring these choices: **PLAY GAME**, **OPTIONS** and **INTERGALACTIC TOURNAMENT**. Press LEFT or RIGHT to toggle to a choice and X to select it.

PLAY GAME

Before or after setting options, highlight Play Game and press the X BUTTON to jump into regular action.

OPTIONS

Options are divided into three sections at the botttom of the screen. Highlight one and press the X BUTTON to access it. When you're done in a screen, press the X or ▲ Button to return to the main menu.



You can set up Space Jam just the way you like it. To set an Option, highlight it by pressing UP or DOWN on the Directional Button, then toggle settings by pressing LEFT or RIGHT.

GAME OPTIONS

Game Type: Choose between 2-on-2 and 3-on-3 action.

Sublevels: Choose to play a straight four-quarter match (OFF) or to break up the game with power-enhancing sub levels (ON).

Minutes: Choose quarter length, from 1 minute up to 5 minute quarters.

Goaltending: Choose to have goal tending ignored (OFF) or penalized (ON). Goaltending is called when a defending player blocks a shot on a downward arc towards the basket.

Difficulty: Choose between Easy, Medium and Hard settings. Easy is the default.

SOUND:

SFX: Choose to play with the in-game sound effects ON or OFF.

Music: Choose to play with the in-game music ON or OFF.

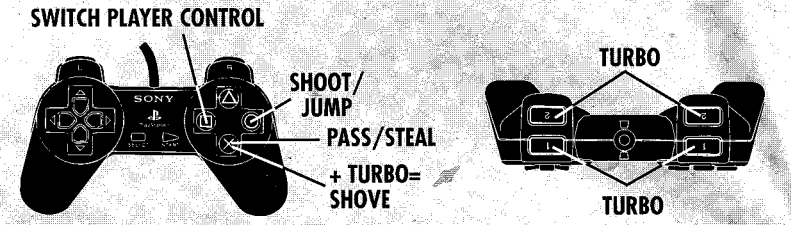
CONTROLLER CONFIGURATION:

You can choose among 4 different controller setups. To do so, toggle LEFT or RIGHT to the desired setup, then press the X or ▲ button to return to the Main Menu.

PLAYING SPACE JAM

There aren't many rules in outer space, especially when the Looney Tunes are taking on the Monstars. There are no fouls, no out of bounds, you don't even switch sides at half time. Almost anything goes!

DEFAULT CONTROLS

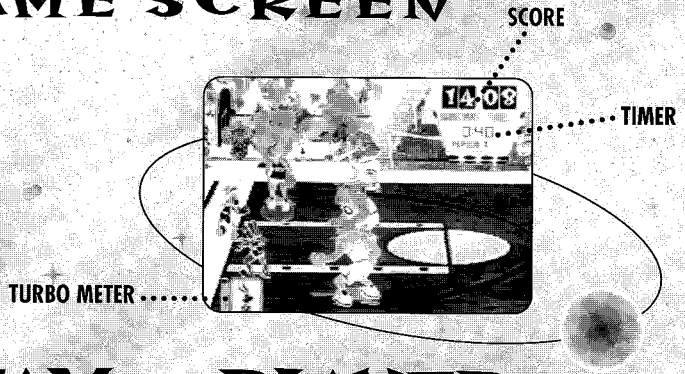


SPECIAL SLAM DUNKS: Each character has unique special moves to foil an opponent and keep the ball rolling! It'll take plenty of practice to discover each one!

RESET

To RESET the game during gameplay, press the START BUTTON to PAUSE the game. You may then press START to continue the game where you left off, or press SELECT to bring up the QUIT menu. Using the Directional Button, highlight YES to quit to the main menu or NO to return to gameplay then press the X BUTTON.

GAME SCREEN

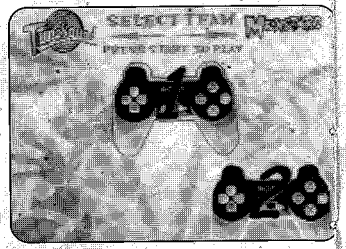


TEAM & PLAYER SELECTION

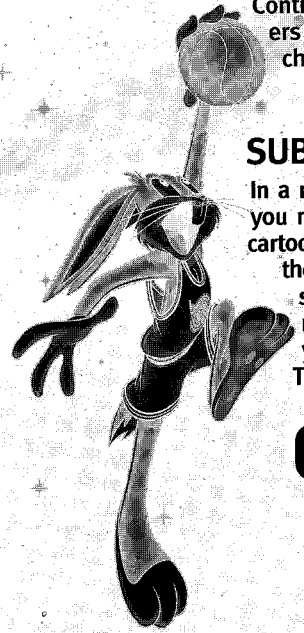
Before you can get your hoop thing happening, you've got to choose which team you want to play on, and which character you wish to control. Up to 6 players can compete, 3 on each team



(when using 2 Multi-Taps). Choose your team with the Directional Button, then press the X or START BUTTON. A player portrait with attribute ratings will appear. Scroll through players with the Directional Button. Press the X BUTTON to select your character/player.



Continue until all players have chosen a character, then press the START BUTTON.



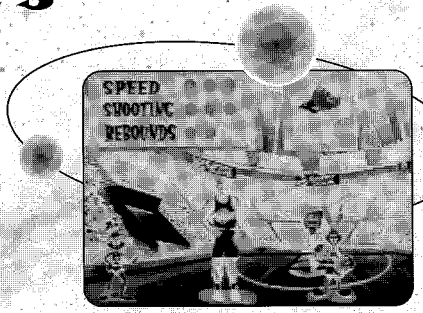
SUBSTITUTING PLAYERS

In a regular (non Tournament) game, between quarters you may substitute a fresh player for a current one--even cartoons get tired! To do so, select Substitution and press the X BUTTON. Then press LEFT or RIGHT at the substitution screen to highlight the player you wish to remove. Press the X BUTTON. Next, find the player you wish to bring in, and press the X BUTTON. Then press the START BUTTON to exit.

NOTE: Player 1 must select Substitute in order for other players to do so. So play fair, Player 1!

PLAYER ATTRIBUTES

Each player has differing amounts of the following attributes. The amount of each is shown by the number of basketballs. Speed rates a player's speed on the court. Shooting rates a player's shooting percentage. Rebounds rates a player's ability to grab the rebound.



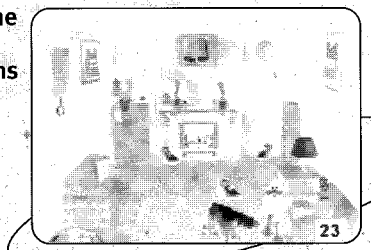
GAME MODES

Space Jam features 4 quarters of hilarious hoop action between the Monstar aliens and the Tune Squad (with Michael Jordan)! You can also compete in up to 5 different games-within-a-game by choosing to play with the sub levels option ON. Depending on whether you're playing as the Tune Squad or the Monstars, you'll be trying to help or hinder the toons. You can even compete in the Intergalactic Tournament, where you try to guide the Tune Squad to five straight wins! Here's the lowdown on all these great game modes.

NOTE: In a multi-player game, only the player with the lowest controller number on each team competes in Trophy Room, Locker Room and between quarter Sublevels.

THE TROPHY ROOM

Before the Big Game begins, Daffy Duck is trying to retrieve Michael Jordan's prized basketball equipment (shorts, jerseys, shoes) from his trophy room in order to supercharge Michael for the game to come. But it won't be duck soup for Daffy: he's got Charles the watchdog to contend with, a bunch of squeaky toys, and a nasty Nerdluck who'd like to keep Daffy from getting Michael's stuff. Daffy has only a brief time to get the shorts (sorry) and other items before the timer runs out and the adventure is over. Daffy better watch out for Charles, too, because nips from the pugnacious pup will slow him down plenty!



NOTE: At least one player must be on the Tune Squad to visit this level.

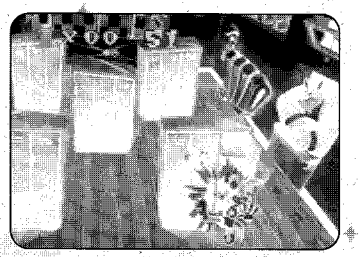
TOON HINT: Use your wits and your imagination and you'll have it made in the shade. You may have to use some furniture to succeed!

NERDLUCK HINT: Put squeaky toys near items Daffy needs to collect!

DAFFY'S CONTROLS:	NERDLUCK CONTROLS:
Jump/ Open Drawer: ● Button	**Jump/ Open Drawer:** ● Button **Throw Toy:** ■ Button

NOTE: In a multi-player game with at least 1 player on each team, use R1 + X to give your opponent a shove.

HALF TIME LOCKER ROOM RUMPUS



Midway through the game, both teams want some extra oomph. How to get it? If you're on the Tune Squad (Bugs Bunny), by finding Michael's water bottles, which hold a special elixir that can help the toons play more like Michael by increasing their Turbo power. If you're on the Monstar team, you'll be controlling the "super essence", a purple vapor that increases Monstars' Turbo! Either way, it's a race against time and the tricks of your opponent!

NOTE: In a 1 player game, you will play the Tune Up Search or Essence Round Up, depending on which team you're on. If 2 or more players are competing on opposite teams (at least one player on the Tune Squad and Monstars), BOTH the Tune Up Search and Essence Round Up will be played.

TOON-UP SEARCH

You've got to open as many lockers as you can to gather as many water bottles as you can before the timer runs out! Watch out for the underhanded tricks, distractions and attacks of the Nerdlucks--they really want to win! You may have to dodge some new and classic Looney Tunes cartoon threats: bombs, balls--even shoes can be trouble! Meanwhile, look for energy enhancing pick ups!

TOON HINT: Bugs gets stronger with carrots. And keep an eye out for the alarm clock to put some extra time on the clock!

MONSTAR HINT: Get close to Swackhammer to get items to impede Bugs, but remember, you only get two chances with each item before you need to get more.

BUGS' CONTROLS:	NERDLUCK CONTROLS: (2 player only)
Open Locker: X or ● Button	**Throw Object:** ● Button

ESSENCE ROUNDUP

As a Monstar team member, you control a mysterious purple vapor trying to capture as much Super Essence as you can to turn up the Monstars' turbo in the next quarters! Every time you touch the basketball player in the locker room, you'll add extra ability to your Monstar squad. As a Tune Squad member, you'll be trying to protect the basketball player from the purple vapor with various traps and tricks.

MONSTAR HINT: Watch out for anything that can dissipate or disrupt your vapor--the toons will use everything they can to turn the tables on you!

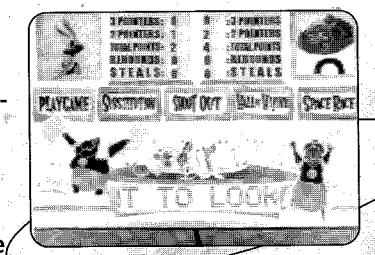
MONSTAR CONTROLS:	BUGS' CONTROLS: (2 player only)
Move: Directional Buttons	**Open Locker:** X or ● Button **Activate Trap:** ● Button

TOON SPORTS NETWORK

After every quarter, you'll get game commentary and have a chance to view game stats. In a 1 player game, press R1 to view Tune Squad stats and R2 to view Monstar stats. In a multi-player game, each team leader presses R1 to view his team's stats.

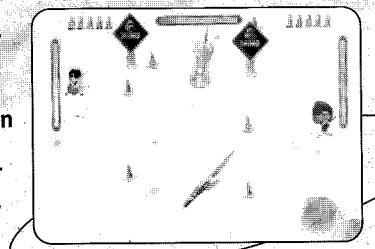
POWER UP SUB LEVELS

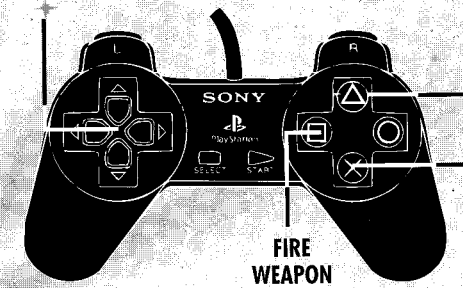
After both the 1st and 3rd quarters, if Sub Levels is turned ON (see Options), the Toon Sports Network will appear, where you can select one of three crazy ability-enhancing games. They each affect different abilities. You can even choose to play the same game twice (after the 1st and 3rd quarter) if you want to. To choose a game, highlight it and press the X BUTTON.



SPEEDY GONZALES' CRAZY SPACE RACE

This is the level if you hope to increase your court speed, amigo! A Monstar and Speedy Gonzales compete in this wacky spaceship race through an outer space obstacle course complete with asteroids, comets and a blackhole, among other hazards. These objects can either hurt you or help you depending on your skill and daring. Once a player gets far enough ahead of an opponent, he's awarded points based on how long he's able to stay on the course,





and the race begins again from the current position. The winner of the game is the player who fills his speed meter first. Good luck. Now "iandale!"

YOSEMITE SAM'S SHOOT OUT THE LIGHTS

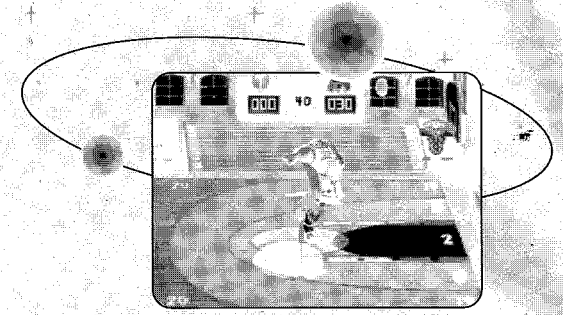
Need to tune up your hoop accuracy? It's time for some shooting practice! In a 1 player game, if you're on the Tune Squad, you'll be trying to score to earn a Shooting Accuracy Power up. If you play as the Monstar team, you'll try for the high score to prevent the toons from getting the Power up (the Monstar team cannot get the Power up). This game features four color-coded zones with different point values. The further the zone is from the basket, the more points are earned when you score from within that zone. Talk about downtown, try a 20 pointer, "ya varmint!"

Tip: Shoot inside the moving circle to double your score.

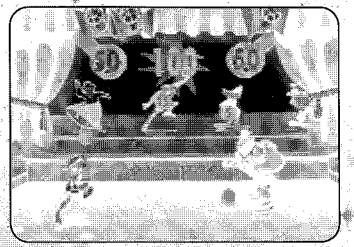
SHOOT OUT CONTROLS:

Shoot Ball: ● Button

Turbo: R1, R2, L1 or L2



LOLA BUNNY'S HALL OF HIJINX



This riotous shooting gallery is just the ticket if you want to increase your rebounding abilities! As basketballs drop from above and bounce all over, you've got to jump up, grab the rebound, and fire at the moving targets. The winner is the player with the most points when the clock runs out. In the event of a tie, a short overtime period will determine the winner. Plenty of hustle will come in handy here!

The targets have different point values. There are some special cards which have different effects.

SPECIAL CARDS



GRANNY
Briefly slows down the cards



MARVIN THE MARTIAN
Briefly halts cards



TWEETY
Temporarily doubles target points



ROAD RUNNER
Reverses card direction



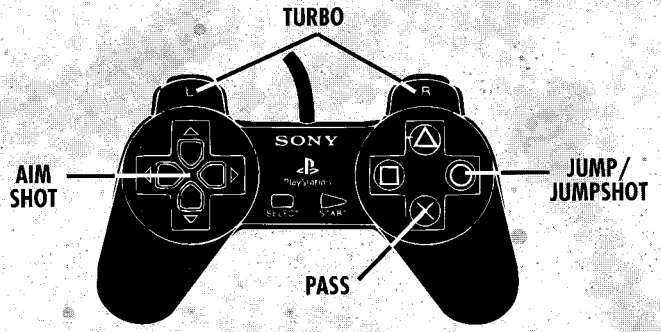
SPEEDY GONZALES
Briefly speeds up cards

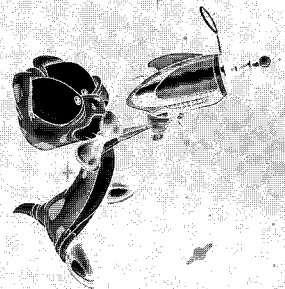


HECTOR
Lose up to 50 points!

BONUS TARGETS: Watch for targets that swing down at random– that's where the big points are!

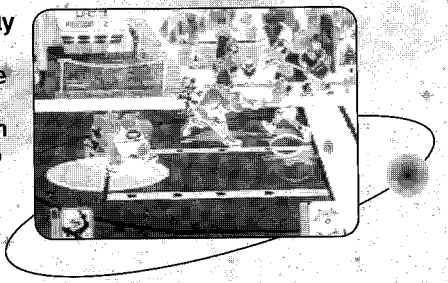
HINT: Try to hit the lights to subtract 10 points from your opponent's score! There's no penalty for knocking down your opponent by passing the ball at them!

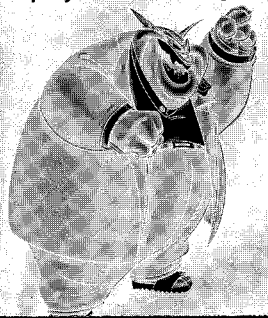




INTERGALACTIC TOURNAMENT

This tough five game Tournament features the Tune Squad against the Monstars. There are no substitutions. The Tune Squad is trying to win FIVE IN A ROW against the Monstars, who are trying to stop them. If you lose a game, it's back to the beginning of the Tournament. In the Intergalactic Tournament, Player 1 is automatically the captain of the Tune Squad, though up to 6 players can compete (using 2 Multi-Taps). As the Tune Squad, you select your team captain (Michael Jordan is not selectable) to take through the Tournament, plus two new teammates before each game. The Monstars play dirty, and are not required to switch out players between games.





LOONEY TUNES CAREER STATS

BUGS BUNNY:

Height: 3'7" (4'10" including ears)

A cool, collected, carrot-chomping rabbit, Bugs can outsmart all of the Monstars on the court with never a "hare" out of place

Speed 3
Shooting 3
Rebounding 2

LOLA BUNNY:

Height: 3'6"

With moves as fluid as carrot juice, Lola has the skills to stand toe-to-toe with any Monstar and take the ball to the hoop with authority. The "Heartthrob of the Hoops"

Speed 3
Shooting 3
Rebounding 1

TAZ:

Height: 2'9"

The Tasmanian Devil whirls, twirls, and hurtles his way onto the courtLet's just hope he doesn't eat the ball

Speed 3
Shooting 3
Rebounding 2

DAFFY DUCK:

Height: 3'4"

This is one mallard who's definitely out to win - some high-paying endorsements The Monstars sum him up in one word: "despicable"

Speed 2
Shooting 2
Rebounding 1

FOGHORN LEGHORN:

Height: 5'2"

This, I say, this is one Dixie Chicken with a high steppin' jump shot The blabberin' baron of the barnyard and the court

Speed 1
Shooting 2
Rebounding 3



SYLVESTER:

Height: 3'3"

"Sufferin' succotash!" This is one cat that's not afraid of a little basketball (after a good meal, of course)

Speed 3
Shooting 2
Rebounding 2

YOSEMITE SAM:

Height: 2'10"

Watch out for this rootin', tootin', six-gun shootin', varmint-hunting prospector as he picks up the b-ball with his 10-gallon hat

Speed 2
Shooting 3
Rebounding 1

ELMER FUDD:

Height: 3'5"

Lucky for us, Elmer is a better basketball player than a hunter

Speed 2
Shooting 2
Rebounding 2

WILE E. COYOTE:

Height: 3'10"

As long as Wile E. sticks to his jump shot and doesn't pull out his bag of Acme tricks, he's a safe bet

Speed 2
Shooting 2
Rebounding 3

PEPE LE PEW:

Height: 3'2"

This suave and debonair lover will sweep the ball off its feet with his loving charm.

Speed 2
Shooting 2
Rebounding 1

PORKY PIG:

Height: 3'2"

"Th-th-th-a that's a b-basket, folks!"

Speed 2
Shooting 2
Rebounding 1



MICHAEL JORDAN'S CAREER STATS

Height: 6'6"

Perhaps the best human basketball player on Earth, Michael will need all his skills against the out-of-this-world antics of the Monstars!

Voted MVP of the NBA four times: 1988, 1991, 1992 and 1996!

Voted to ten NBA All-Star Games, 1985-93, 1996

Captured the League scoring title for a record eighth time in '96. Career scoring average of 32.0 ranks as the League's best-- of all time!

Speed 3
Shooting 3
Rebounding 3



MONSTAR'S CAREER STATS

BUPKUS
Height: 13' 1/2"

Bupkus has a sense of humor that's truly awful. watch out for his speed!

Speed 1
Shooting 1
Rebounding 3

NAWT
Height: 6' 9"

Almost human in size, Nawt is still all-Monstar, so watch out!

Speed 3
Shooting 2
Rebounding 1

BLANKO
Height: 17'9"

The tallest Monstar in the game, Blanko is tough to defend against!

Speed 1
Shooting 1
Rebounding 3

BANG
Height: 12'2"

This nasty brute has plenty of power--look-out below!

Speed 1
Shooting 2
Rebounding 3

POUND
Height: 10' 3"

Pound for pound, Pound is the biggest mound of rebound!

Speed 1
Shooting 1
Rebounding 2



NOTES

