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ESPN®

NBA® HANGTIME '95™



OFFICIAL SEGA SEAL OF QUALITY

SONY IMAGESOFT™

MULTI-PLAYER TEAM PLAYER ADAPTOR

OFFICIAL NBA LICENSE PRODUCT®

KIDS TO ADULTS

AGES 6+

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

HANDLING YOUR SEGA CD

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- 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 recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.
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 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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

SONY IMAGESOFT

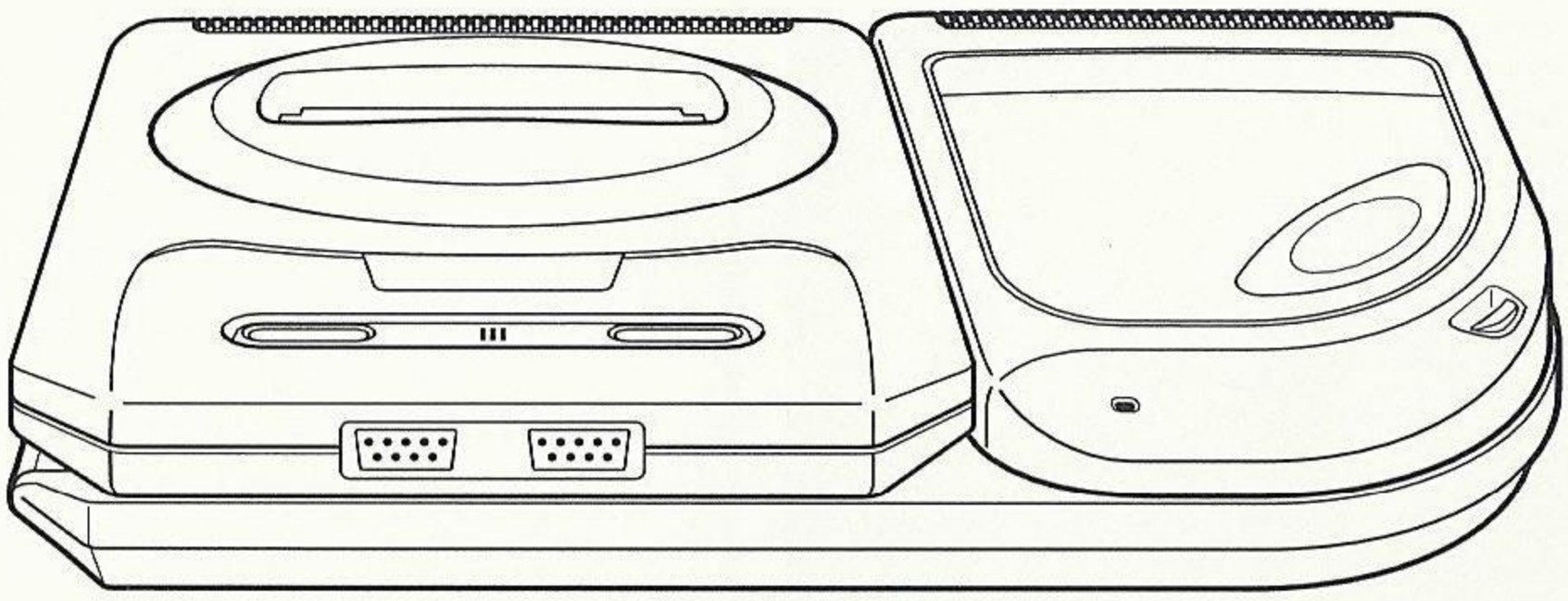
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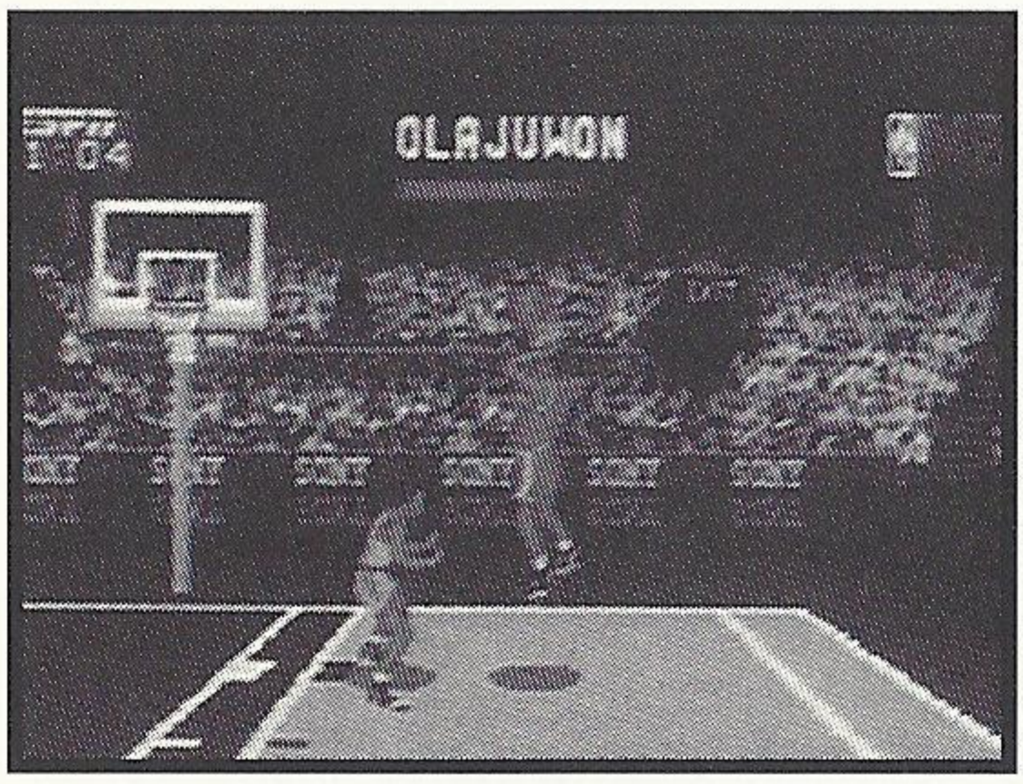
POWER UP



1. Make sure your Sega CD System is set up correctly.
2. Be sure that Control Pad 1 is properly plugged in. If you are playing the 2-Player mode, make sure the second Control Pad is also properly plugged in.
3. Make sure the power switch is turned OFF. Place the NBA Hangtime '95 CD into the carriage and press it down firmly. Close the lid.
4. Turn the power switch ON. You should see the "Checking Disk" screen, followed by the Sega Title screen then the NBA Hangtime '95 opening screens. If you do not get to the NBA Hangtime '95 Title screen, turn the power switch off and restart the game.

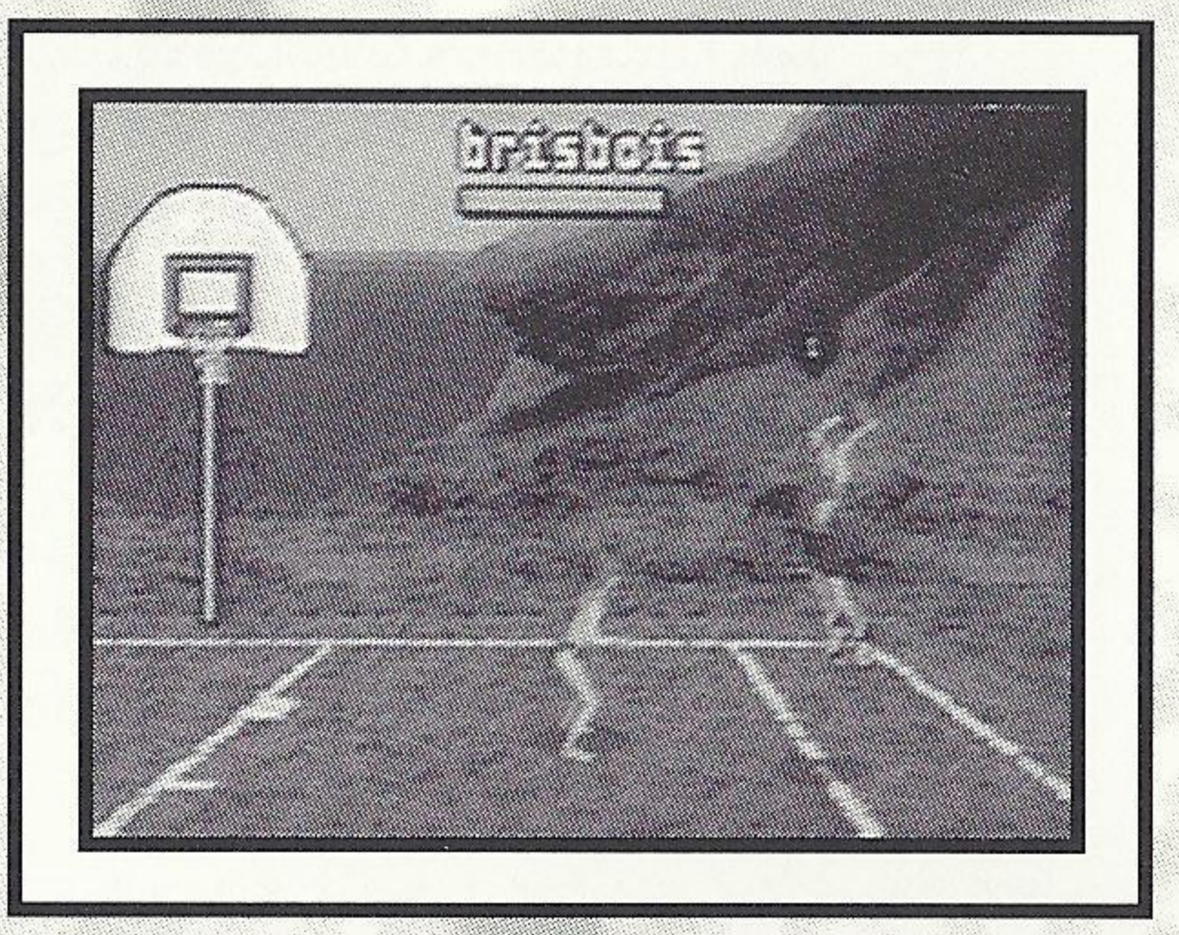
Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

TWO TIMES THE THRILLS!



Two-on-two basketball was never like this! You get to choose from the best of the best that the NBA has to offer in NBA HANGTIME '95 as well as travel across the globe in international competition while playing ESPN 2-on-2 Basketball World Tour! Both games come complete in this CD ROM basketball tour de force!

NBA HANGTIME '95 offers 81 of the hottest players in the NBA from all 27 teams! Choose your favorite players and take it to the hoop against Patrick Ewing, Hakeem Olajuwon, Scottie Pippen, and the greatest players in the game today! Learn the special moves like power dunks and super jumps that allow your teammates to show their superstar style!



ESPN 2-on-2 Basketball World Tour offers you original teams from every corner of the world in heated matches for the 2-on-2 world championship! Teams from Australia to Washington D.C. compete in street games that defy gravity! Power moves galore are found in these outdoor arenas where the on-court action is non-stop!

You'll get extensive play-by-play announcing from ESPN's own Dan Patrick and ESPN 2's Stuart Scott! So get ready to take on the best of the NBA and the toughest players in the world in this basketball extravaganza built for you truly serious B-Ball players!

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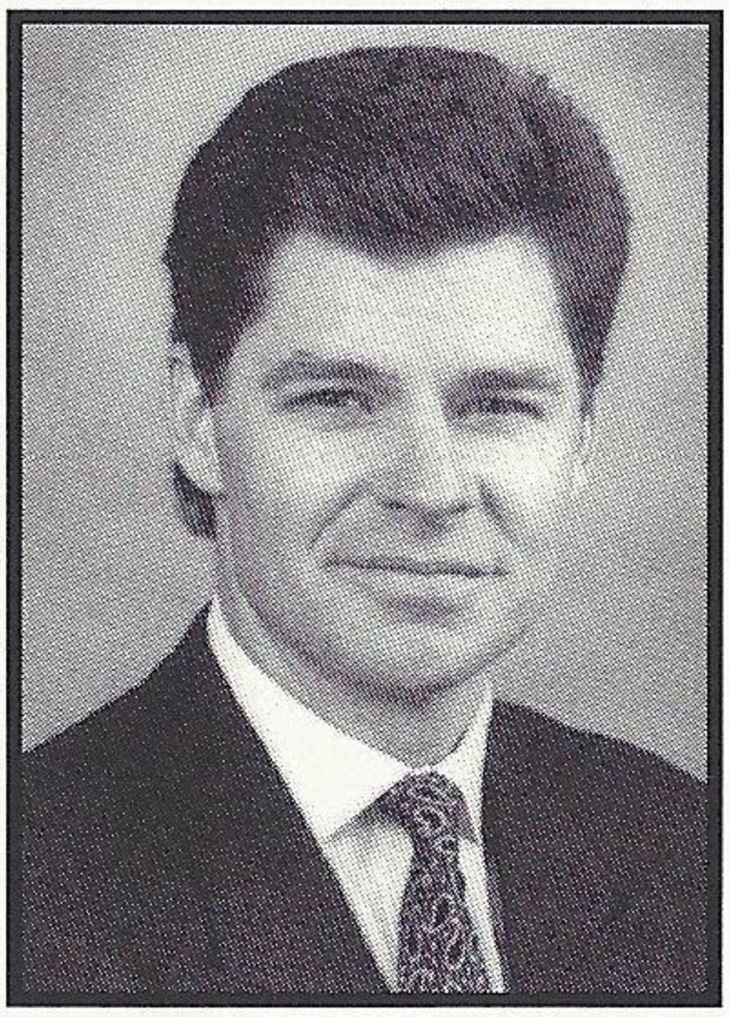
CHOOSING YOUR GAME



The first image you see after viewing the copyright screens is a 3D spinning score-board above an indoor basketball court. The NBA team logos will flash across the score-board as the logo for NBA HANGTIME '95 appears. If you want to play NBA HANGTIME '95, just press the Start Button and it advances to the Options Screen from there.

If you would rather play ESPN 2-on-2 Basketball World Tour, then press Button A instead of the Start Button. This begins an entirely different start-up screen for ESPN 2-on-2 Basketball World Tour. If this is the version you wish to play, then press the Start Button.

YOUR HOST FOR NBA HANGTIME: DAN PATRICK



Dan Patrick has become widely recognized for his poignant interviews and witty highlight voiceovers in his role as anchor/ reporter, primarily on ESPN's 11 p.m. ET *Sports-Center*. He also reports from major events such as the Super Bowl, World Series, NBA Finals and Final Four, and has called play-by-play for select NCAA basketball telecasts (1990-93) since joining ESPN in March 1989.

YOUR HOST FOR NBA HANGTIME: DAN PATRICK

Patrick's reports feature astute knowledge, a dry sense of humor, and his unique perspective, as well as a style which has provided a "comfort zone" for his co-host. His trademark phrases "the whiff" (after a strikeout), "gone!" (after a home run) and a snappy "good" (after a basketball field goal is made), have become anticipated by viewers.

Noteworthy among Patrick's roles is his lead-in to and voiceover of SportsCenter's Plays of the Week segment.

Prior to working with ESPN, Patrick was a sports anchor/reporter for CNN (1983-89), where his assignments included the World Series, NBA Finals and Winter Olympics. He also served as sports director of WKLS-AM in Atlanta (1987-91), and provided weekday morning sports reports for Laser-103 in Milwaukee and WLVQ-AM in Columbus, Ohio (1989-91) and for KSEG-AM in Sacramento (1991).

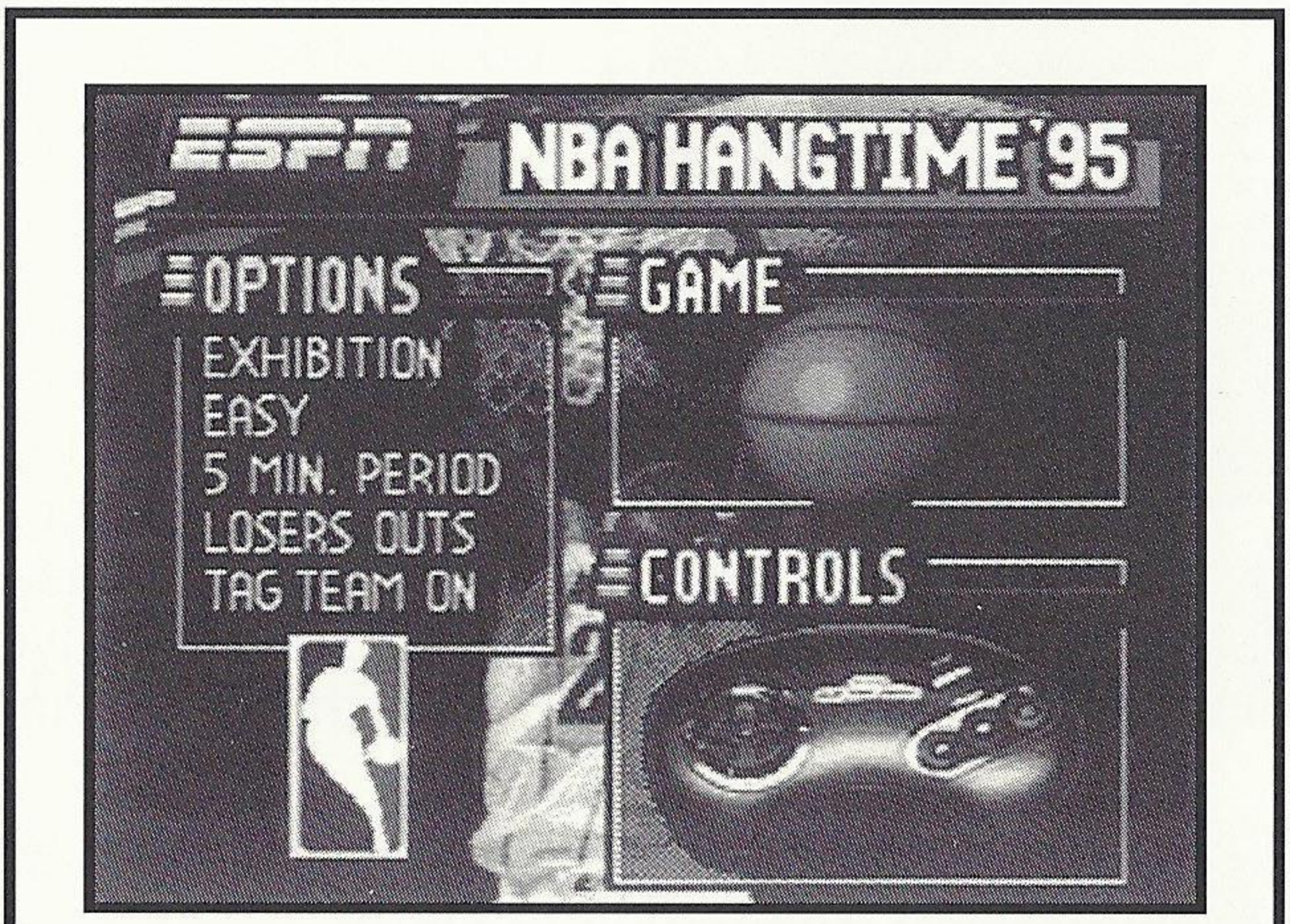
Patrick began his career in 1979 as the morning sports and news reporter at WTUE-Radio in Dayton, Ohio, prior to becoming weekend sports anchor/reporter at WDTN-TV in Dayton in 1981.

Born May 15, 1957, Patrick received a bachelor of arts degree in broadcasting from the University of Dayton in 1979. He resides in West Hartford, Conn. with his wife, Susan, and their children, Jack and Grace.



Your favorite players from every team in the NBA are lined up and waiting for you to take them to the top! The best three players from each team are yours to choose from in a 2-on-2 match-up vs. either the computer or another player (in 2-Player mode). You're responsible for every shot, tactic and move in this challenging test of skill and endurance!

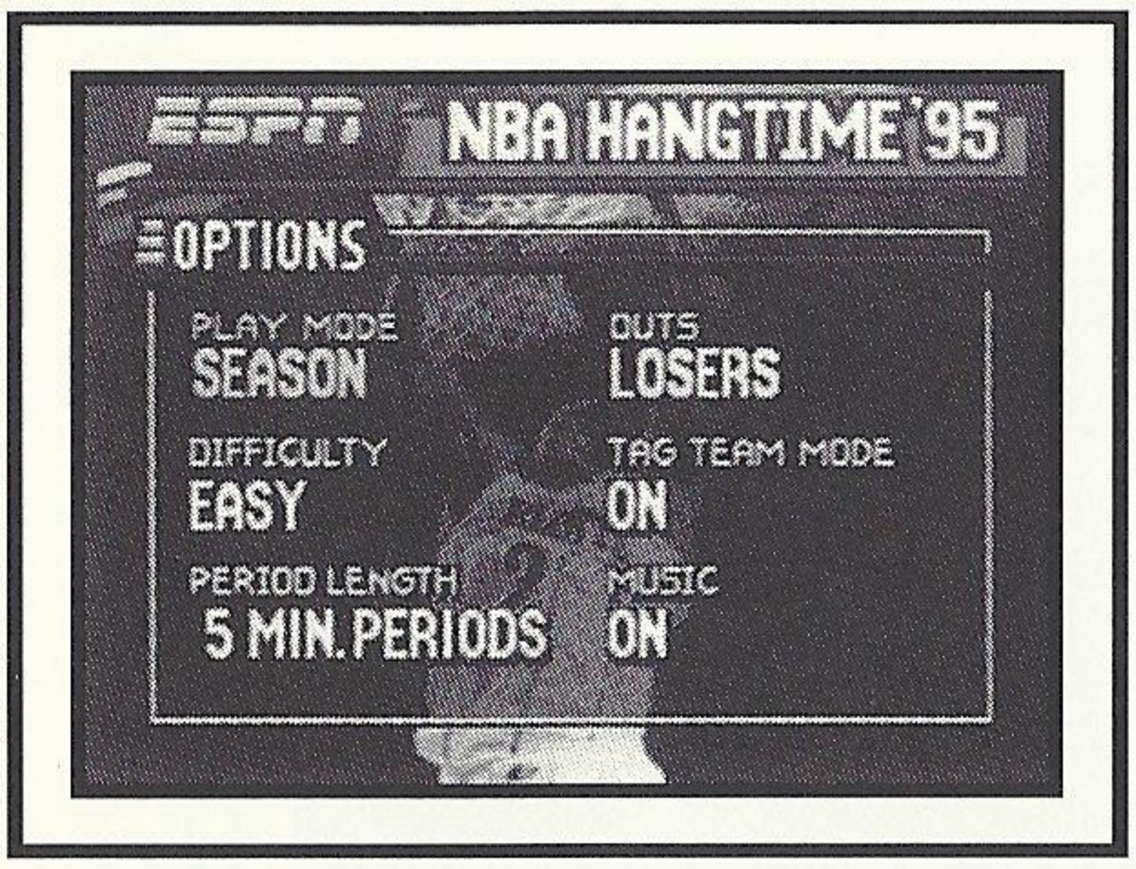
GAME OPTIONS



Before beginning the contest, you have a multitude of choices available to you to customize your game. Take a few moments to familiarize yourself with the different options available to you. Listed below are the categories and options for NBA HANGTIME '95.

The Main Options Screen features the sub-headings: Options, Game and Controls. The word that appears yellow is the sub-menu you will go to when you press the Start Button. Use the D-Pad to toggle between the choices on the Main Options Menu.

GAME OPTIONS



OPTIONS:
This sub-menu features the following choices:

Play Mode: Season, Exhibition, or Playoffs. This is for the duration of the game(s) you wish to play. Exhibition is a one-time event, while Season simulates an entire basketball season. Playoffs bypass the regular season and go directly to the NBA Playoffs.

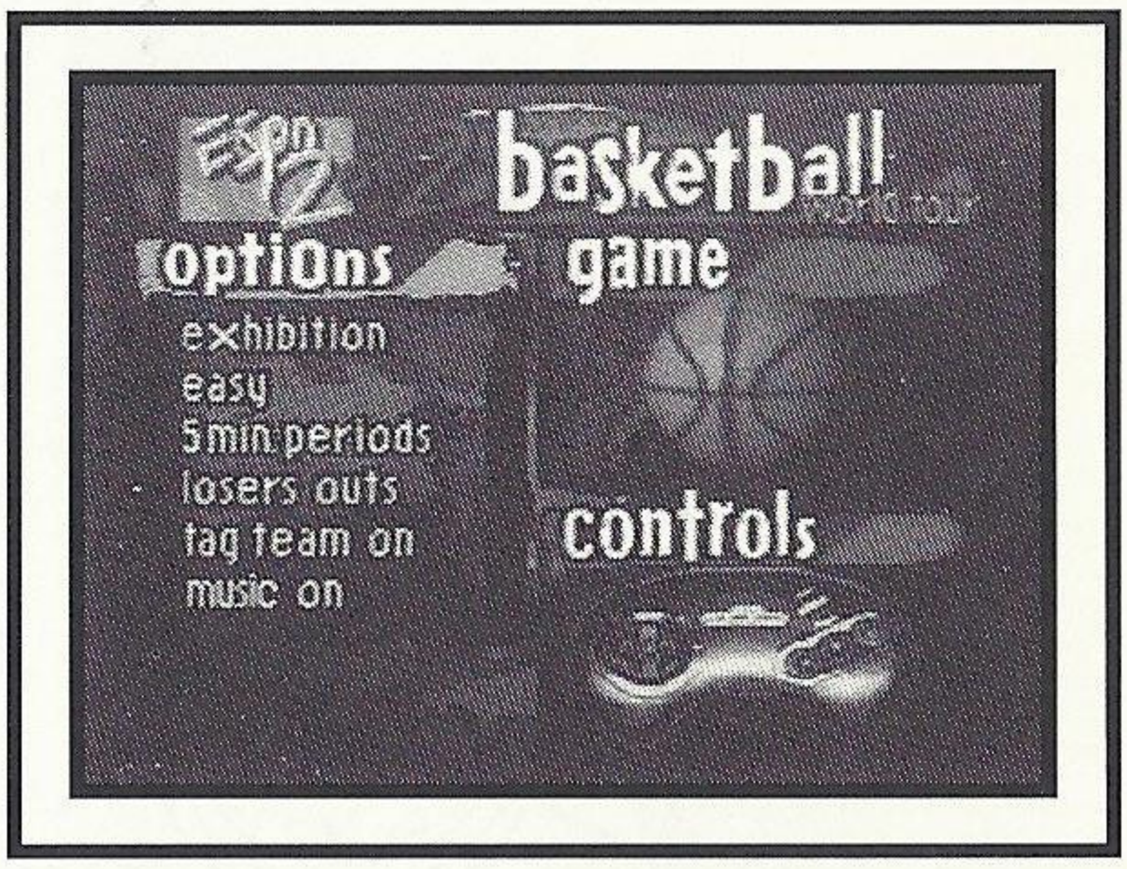
Difficulty: How tough do you want to play? The settings include Easy, Medium, and Hard.

Period Length: How long do you want each quarter? Choices are: 2, 5, and 12 minute periods.

Outs: Who gets the ball after a score? Winners or Losers.

Tag Mode: With Tag Mode ON, while playing offense the human operator is automatically switched to the ball carrier on his team after a pass, rebound, etc. With Tag Mode ON while on defense, the human operator can switch between players by pressing the 'SPECIAL' button. With Tag Mode OFF, the human operator always controls the same player during game play, and can switch to a different player only during substitutions.

GAME OPTIONS



CONTROLS:
This sub-menu features the following choices:

The commands for Shoot, Special, and Pass are assigned to Buttons A, B, and C in this mode. Find the combination that suits your playing needs and set it here! On defense it is Jump, Special, and Steal. Press C Button to switch between offense and defense controls.

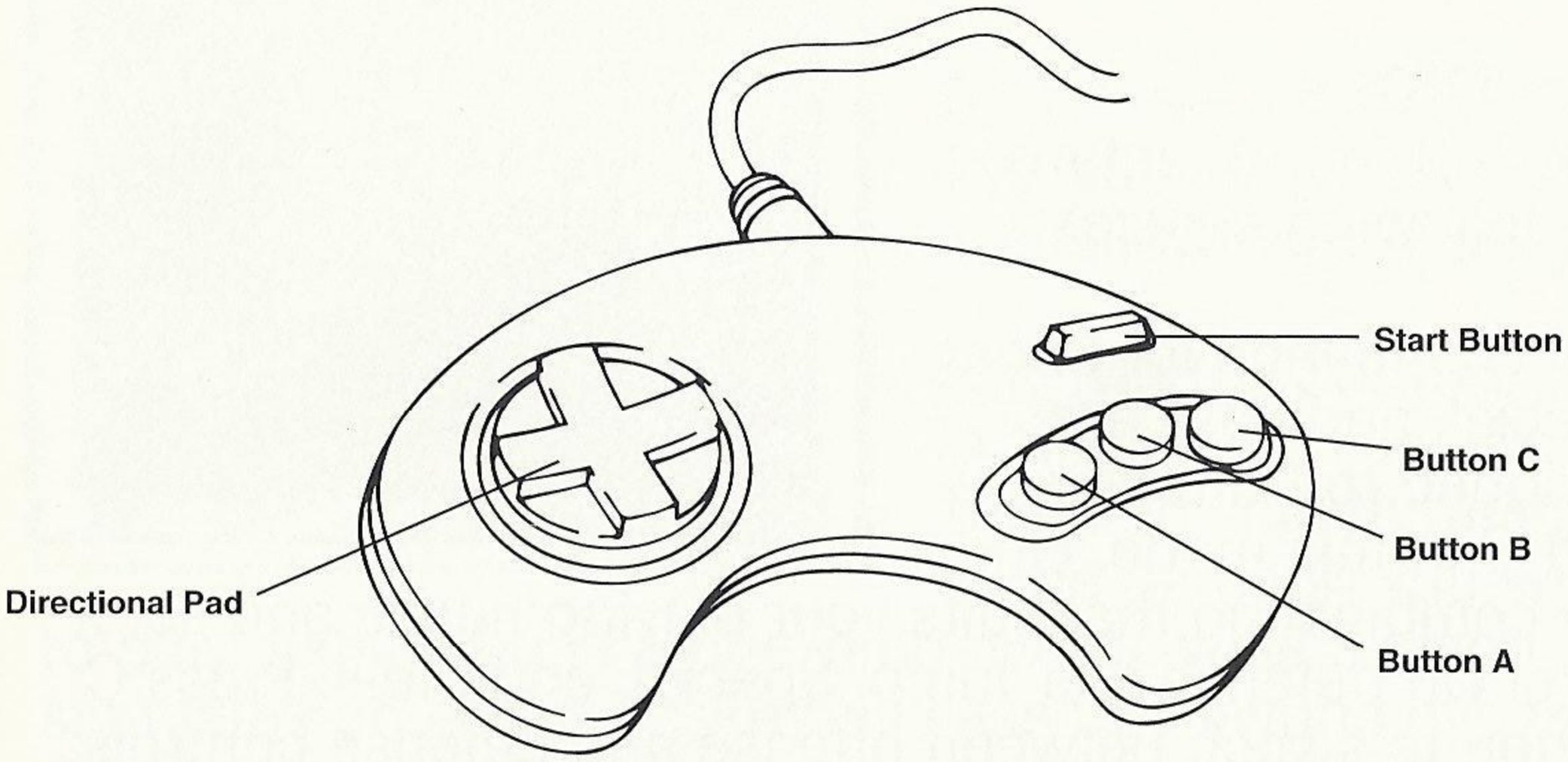
GAME: Press the Start Button here to begin the game.

SPECIAL NOTE: In the Season and Playoff modes, the following sub-menu appears: The next screen you see is of the NBA logo with another set of options. Use the D-Pad to toggle between the choices and press the Start Button to make your selection. The choices here are: Resume Game (from a previously played game), New Game (start a new series), and Best Of 7 or One Game. The Best of 7 works like the playoffs – the first team to win 4 games takes the series.

From this point (in all of the playing modes), the choices for your teams and whether you wish to play at home or as visitor appears. Assign which player has which team, then press the Start Button to continue. The Key Match-Up of the game is highlighted (including the player's stats). Press the Start Button here and the game begins!

You can follow your team's progress in the Playoff and Season modes by looking at the Team Standings Screen after each bout. If you are eliminated in the Playoffs, the game is over and you'll have to try again.

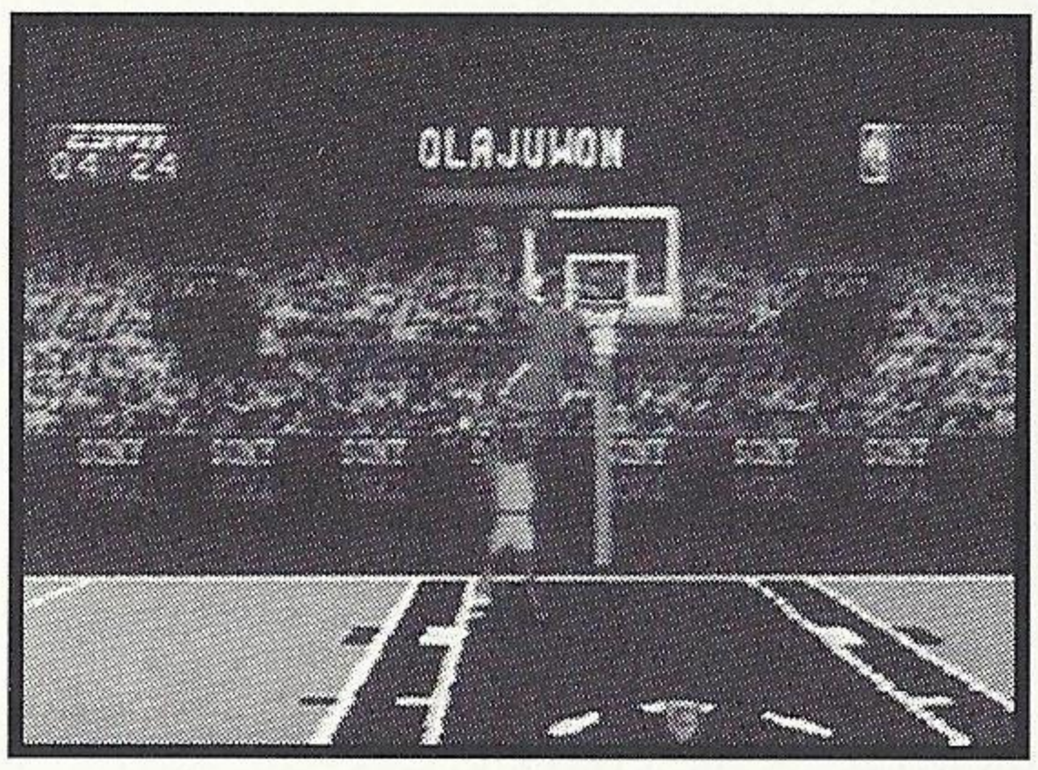
TAKE CONTROL!



Throughout the booklet, the buttons on the Genesis Control Pad will be referred to as follows: Directional Pad (D-Pad), Start Button, Button C, Button B, and Button A.

Throughout the game the D-Pad controls the movement of the player(s).

GAME CONTROLS - OFFENSE



Player has possession of the ball:

The default settings for the Offense controls are:
Button A = Shoot
Button B = Special
Button C = Pass

Pressing Button A initiates a jump. If you do not press another button before the player's feet hit the ground, the player automatically shoots to avoid a traveling penalty. But, if you press the same button again while your player is in mid-jump, he'll shoot the ball immediately. This increases the accuracy of the shot (if he is at the apex of the jump when you press the button again), and adds a level of operator skill to your game.

Press Button C in the middle of a jump to PASS the ball to your teammate.

Holding the B Button down causes your player to operate in TURBO MODE. This also makes him fatigue much faster.

DUNKING: The player performs a dunk instead of a jumpshot if he is close enough to the basket. Not all dunks are going into the hoop! Use the Special Button Combos to do cool dunks that are nearly unstoppable!

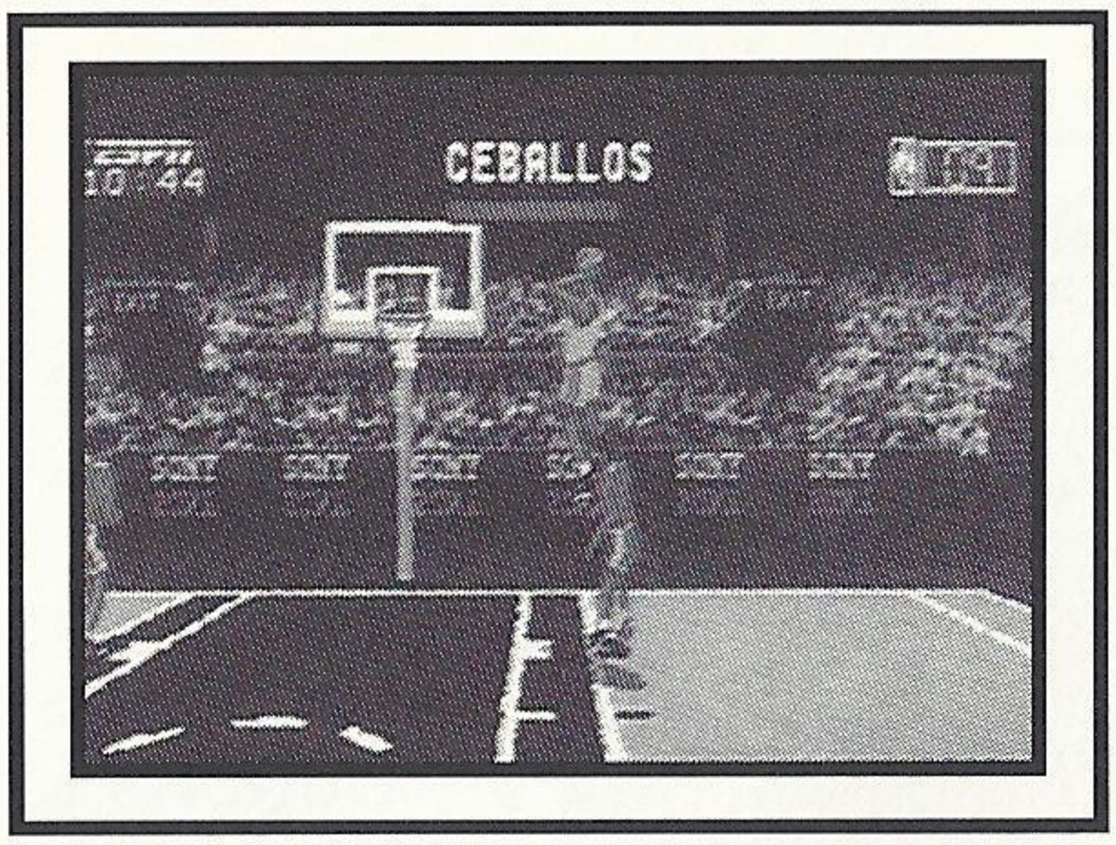
Pressing Button C while dribbling the ball initiates a PASS.

IF Tag Mode is OFF, Player does NOT have possession of the ball:

Press Button A while your teammate has the ball to make him shoot.

Press Button C to make him PASS the ball back to you.

SPECIAL BUTTON COMBOS FOR OFFENSE

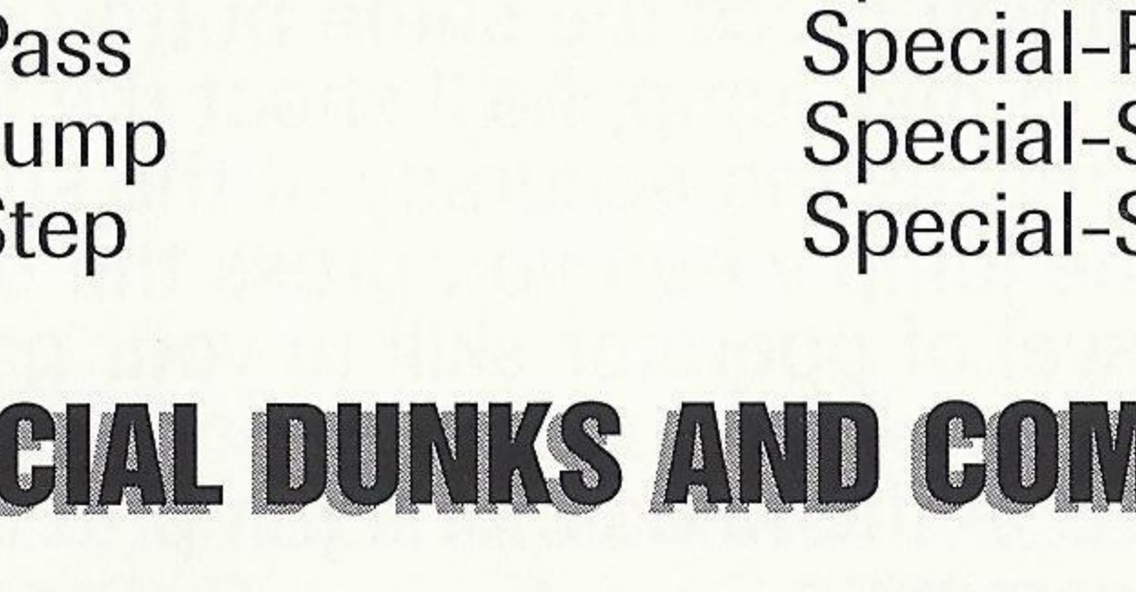


Use these moves to master the game and put it "in their face!"

ACTION	COMBO
Spin Move	Special-Special-Shoot
Super Pass	Special-Pass-Pass
Super Jump	Special-Shoot-Shoot
Quick Step	Special-Shoot-Special

SPECIAL DUNKS AND COMBOS

360 Slam!



DUNK NAME	BUTTON COMBO
Hangtime	Special-Shoot-Up
Power Slam	Special-Pass-Up
Razzle Dazzle	Special-Pass-Left
Sonic Boom	Special-Shoot-Right
Sledgehammer	Special-Shoot-Left
Reverse Stuff	Special-Shoot-Down
360 Slam	Special-Pass-Down
Funk Dunk	Special-Special-Up

DEFENSE

The default settings for the Defense controls are:
Button A = Jump/Block, Button B = Special,
Button C = Steal

Press Button A to initiate a jump and increase the odds of blocking a shot or pass.

Press Button C to try to steal the ball away from the offense. In order for this move to succeed, you must be in contact with the other player and be face-to-face during the attempt.

SPECIAL BUTTON COMBOS FOR DEFENSE

Action	Combo
Super Jump & Block	Special-Jump-Jump
Super Steal	Special-Special-Steal
Quick Step	Special-Jump-Special

GENERAL NOTES

In a half court game the ball must be cleared on a change of possession if it has hit the backboard. To clear the ball, your player must bring (dribble) it out past the 3-point line. The computer team does this automatically. After a score or penalty, the ball is taken out automatically!

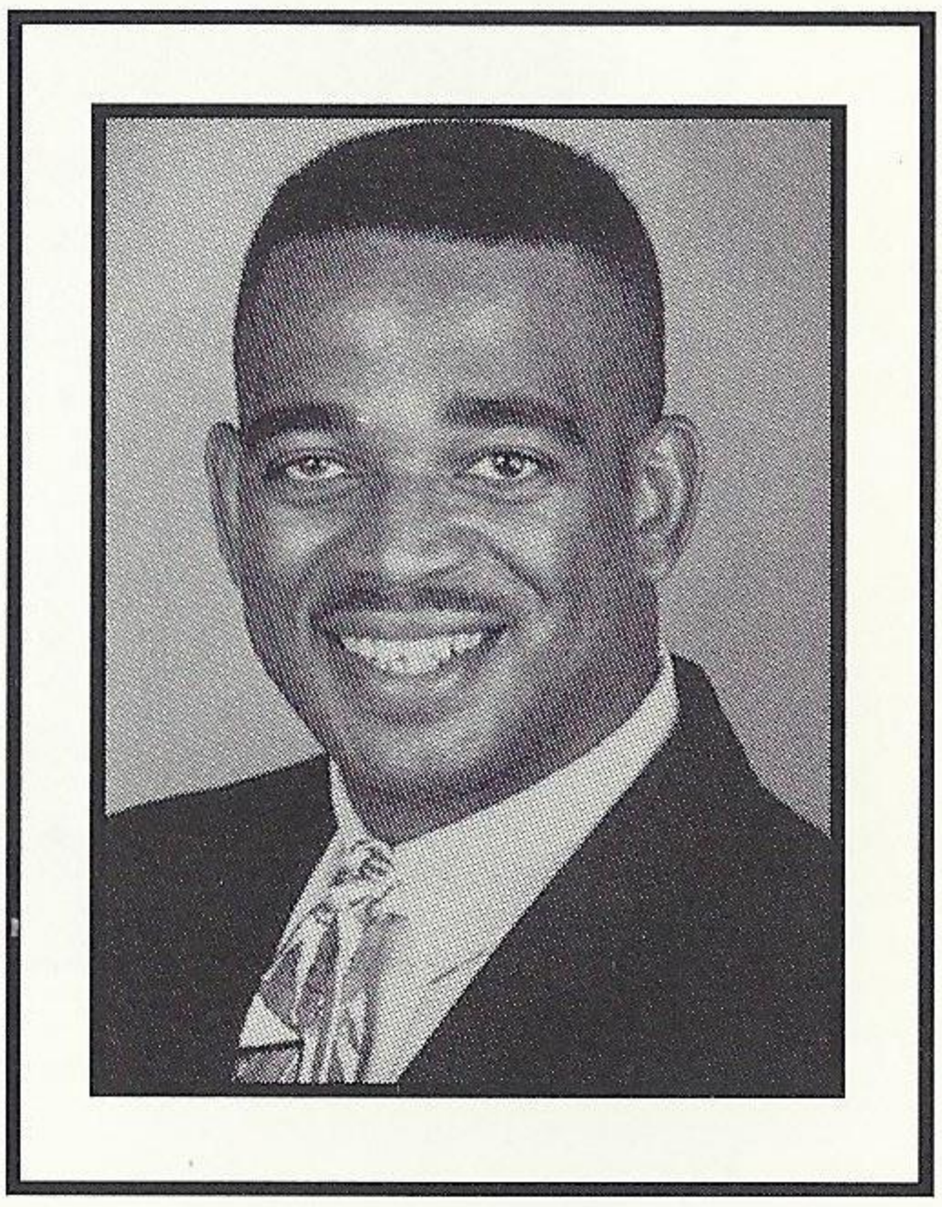
ESPN 2 ON 2 BASKETBALL WORLD TOUR



Welcome to the Tour! Twelve teams from around the world compete for the ultimate 2-on-2 Basketball Championship in this original game! Each team has individual players with stats and playing styles all their own! Find the team that has a playing style you are most comfortable with and try to take them all the way to the championship title!

YOUR HOST FOR ESPN2 ON 2 WORLD TOUR:

STUART SCOTT



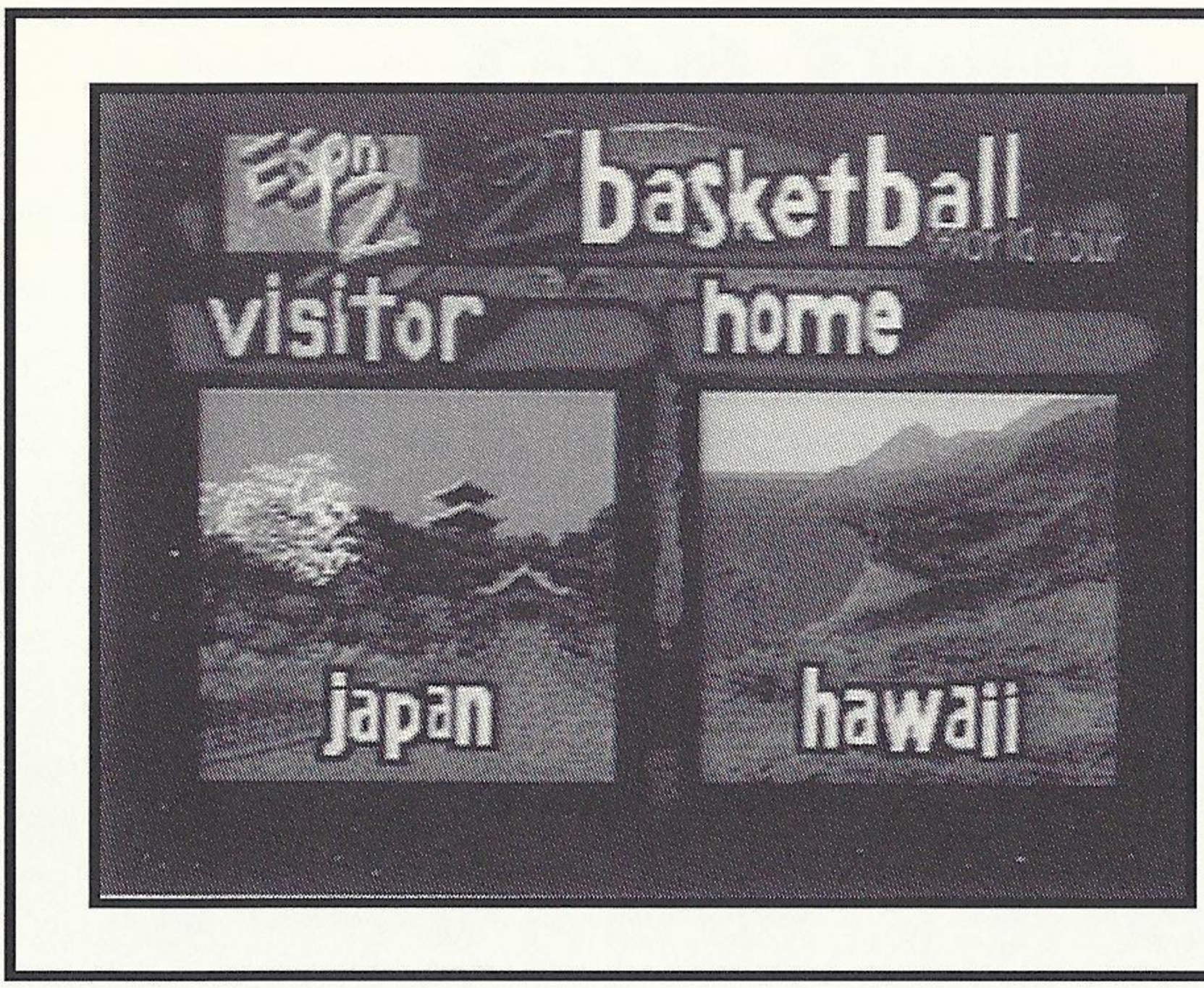
Stuart Scott serves as co-anchor on *SportsNight*, ESPN2's flagship program. Scott, who joined ESPN2 August 30, 1993 (one month before the network's debut) as a SportSmash anchor, assumed his current role in March 1994.

Prior to joining ESPN2, Scott worked for WESH-TV in Orlando, Fla., as a sports reporter and sports anchor from 1990 to 1993. While at WESH, he earned first place honors from the Central Florida Press Club for a feature on rodeo.

Scott also worked as a news reporter at WRAL-TV in Raleigh, N.C. (1988-90) and as a news reporter and weekend sports anchor at WPDE-TV in Florence, S.C. (1987-88).

Scott, born July 19, 1965 in Chicago, graduated from the University of North Carolina in 1987 with a bachelor of arts degree in speech communications and radio, television and motion pictures. At North Carolina, he worked at the student radio station, WXYC-FM, as a sports and news reporter. He also played wide receiver and defensive back for a club football team.

Scott currently resides with his wife, Kimberley, in Canton, Conn.



SPECIAL NOTE:
The mechanics of the game play are identical to the NBA HANGTIME '95 version with a few minor alterations listed below:

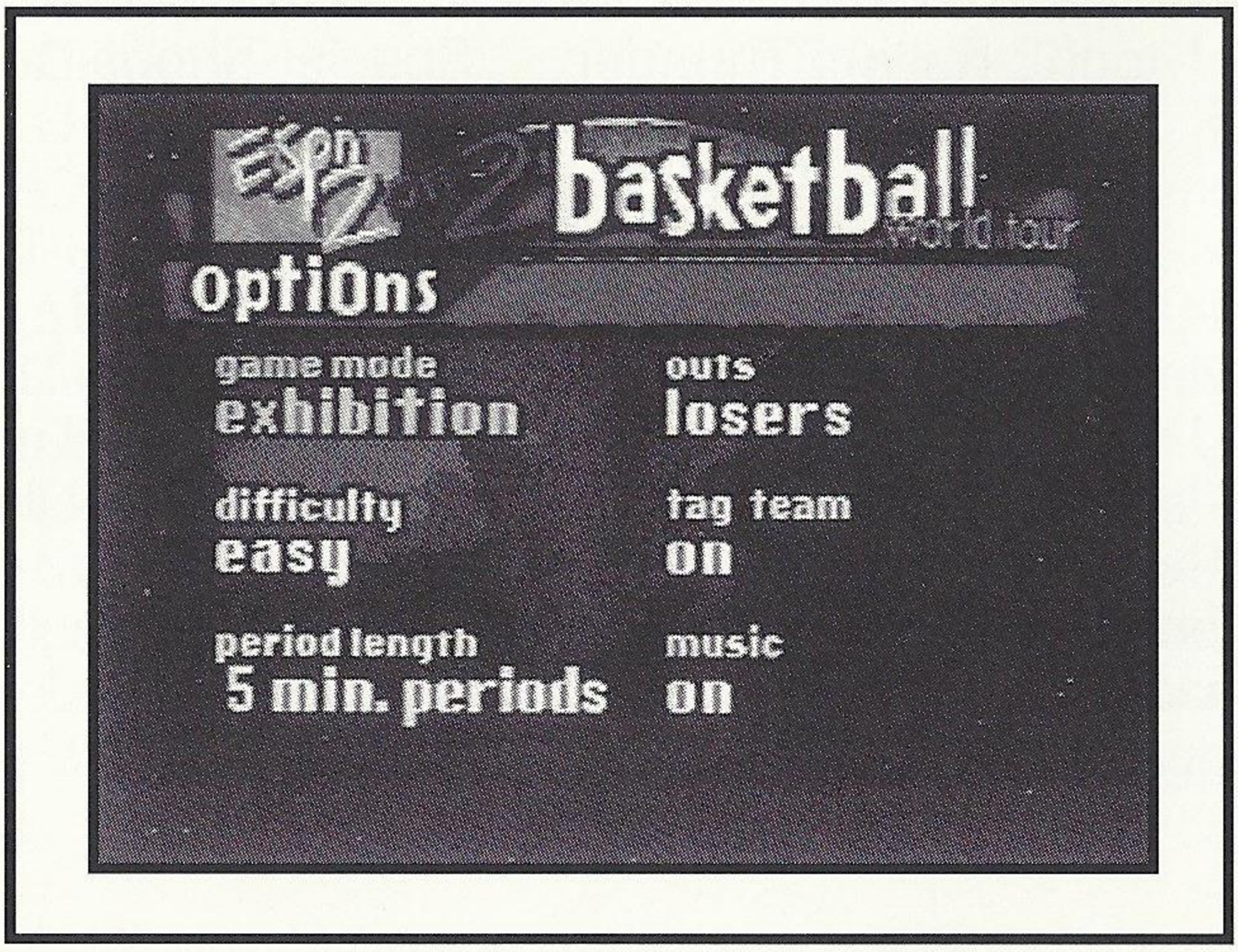
Options Screen (Sub-menu): There are two modes of play: Tournament and Exhibition.

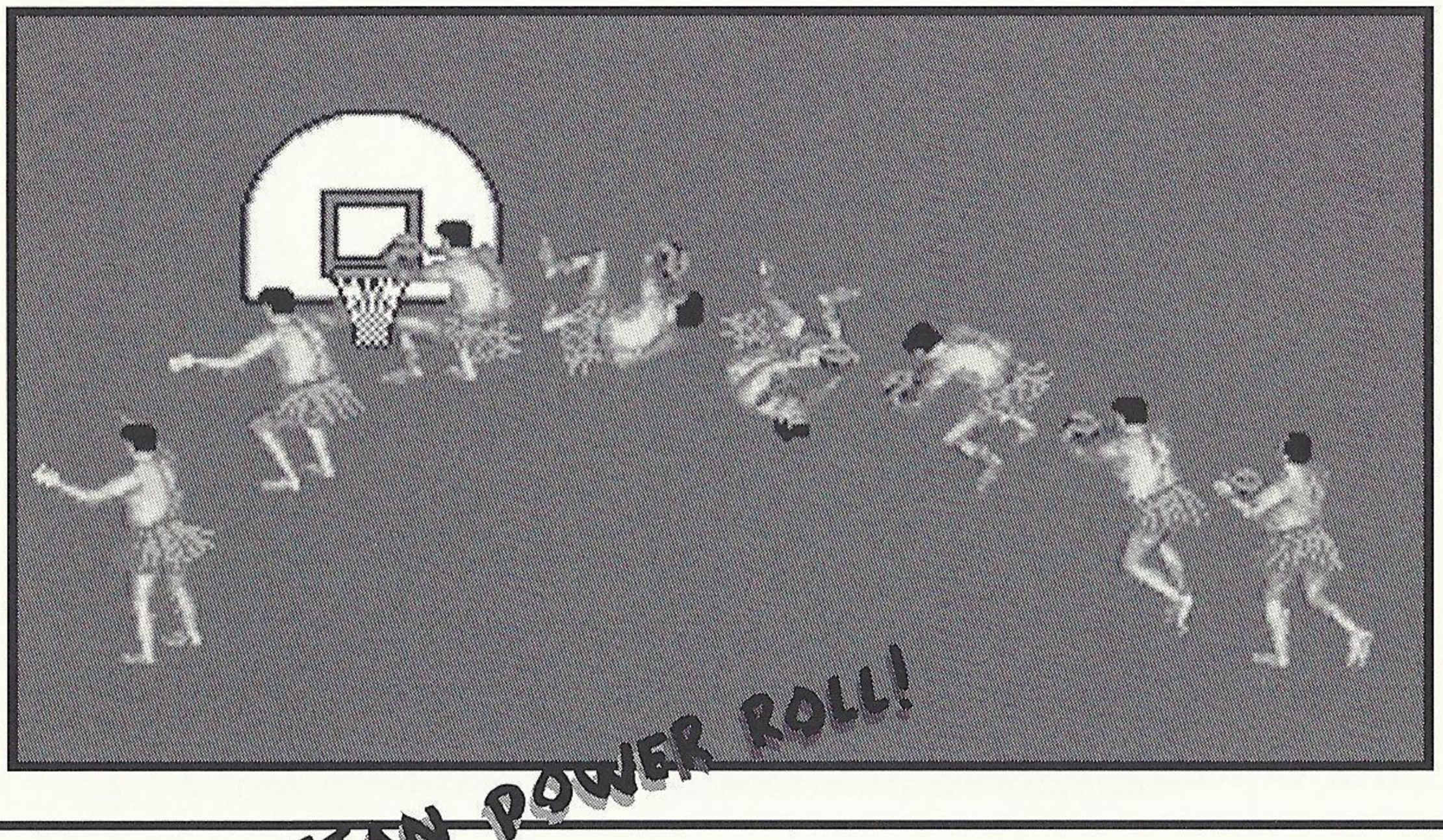
If you choose Tournament Mode, you will see a screen offering the choice between Start Tournament and Load Tournament. Choose Load Tournament if you have a previously saved game in memory.

Team Selection: Choose from twelve major locations from around the world to be your home team! Each team has players with a variety of talents and skills to enhance your chances of taking the tournament!

A map of the world appears (in Tournament Mode) to show you the path that you will take on your route to the finals!

Press the Start Button to toggle through the various information screens until you arrive at the outdoor playing field!





Character	Dunk #1	Combo
Africa	Rolling Thunder	Special-Shoot-Down
Australia	Tazmanian	Special-Shoot-Left
London	Oxford Jam	Special-Shoot-Left
Canada	Belly Flop	Special-Special-Right
Motor City	Power Down	Special-Pass-Up
Germany	Autobahn Bang	Special-Special-Down
Hawaii	Pineapple Twist	Special-Shoot-Left
Peru	Banana Split	Special-Special-Left
Tahiti	Power Roll	Special-Pass-Up
Washington D.C.	Flip Flop	Special-Shoot-Right
Venice Beach	Snap Back	Special-Special-Up
Japan	Air-Igato	Special-Pass-Left

SPECIAL DUNKS FOR 2-ON-2

Dunk #2	Combo
Air Time	Special-Shoot-Up
Outback Slide	Special-Shoot-Right
Windmill	Special-Pass-Right
Ice-O-Metric	Special-Special-Down
Motown Shuffle	Special-Pass-Down
Achtung Slam	Special-Special-Right
Scissor Slam	Special-Shoot-Up
Llama Leap	Special-Special-Right
South Sea Smash	Special-Special-Down
Pork Barrel Roll	Special-Shoot-Left
Circus Slam	Special-Special-Left
Samurai Smash	Special-Pass-Right

PROGRAMMING
Kelly Walker
Paul Willman

ADDITIONAL PROGRAMMING
Bill Hicks
Russel Shanks
Eric Hagstrom

LEAD ARTIST
Joe Brisbois

3D EFFECTS
Emmanuel Valdez

BACKGROUND ART
Alesia Howard
Milo Cooper

ANIMATIONS
Steve Mitchell
Burt Huntsinger
Dave Fenderson
Ted Robertson
Andy Jarros
John Scharmen

MUSIC AND SOUND EFFECTS
Joe Hight
Rex Baca

RAP PERFORMED BY
Ecin Sa Eciwt

RAP ARRANGED AND PRODUCED BY
Lagsbartt Phillips

VIDEO PRODUCTION
Greg Oberle
Dave Oberle

PRODUCER
Christopher Whaley

ASSISTANT PRODUCER
Dennis Quinn

SONY EXECUTIVE PRODUCER
Richard Robinson

ESPN EXECUTIVE PRODUCERS
Tom Hagoplan
Jim Noel
Tanya Curry
Kill Jae Hong
Dick Glover

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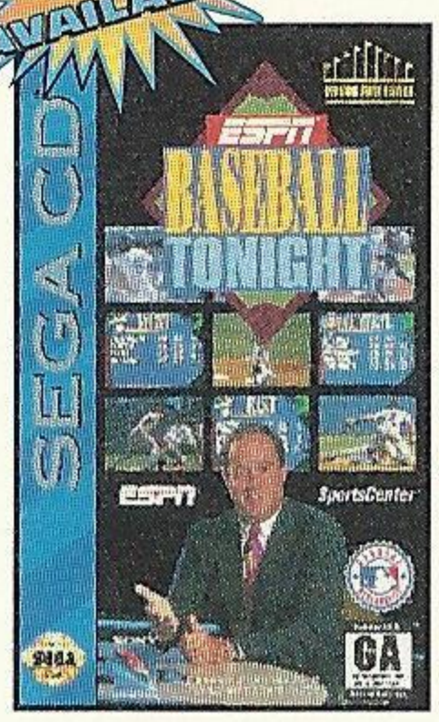
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Customer Service (310) 449-2393

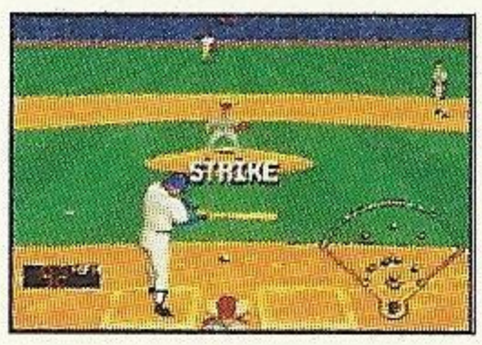
Patents: U.S.#'s 4,442,486/4,454,594; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan # 1,632,396.

Look for these other great ESPN titles for the Sega CD!

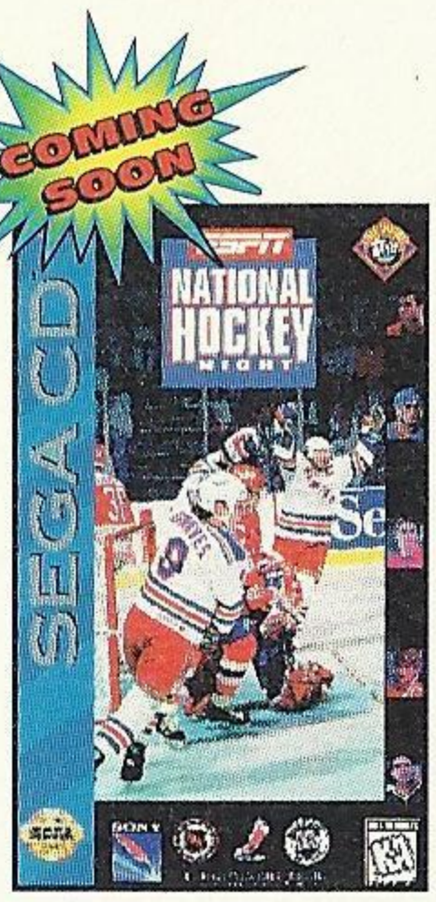
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- **Over 10 minutes of video highlights**
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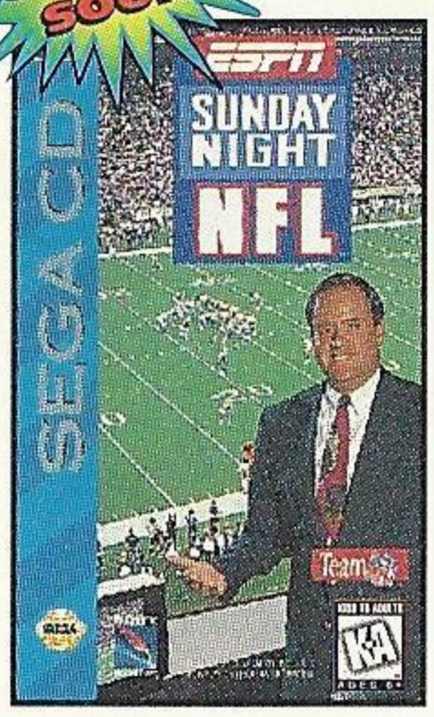
COMING SOON



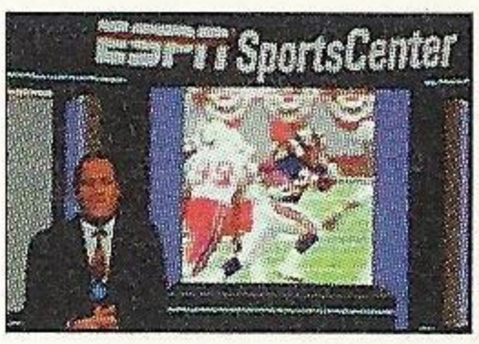
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- **Unique NHL® Skills Challenge including fastest man and shoot-out competition**
- **Ultra-realistic check-ing, including poke and body checks**



COMING SOON



- **Compete with all 28 NFL teams in League Play, Playoffs and Super Bowl**
- **First time ever full field perspective from one end zone to the other**
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