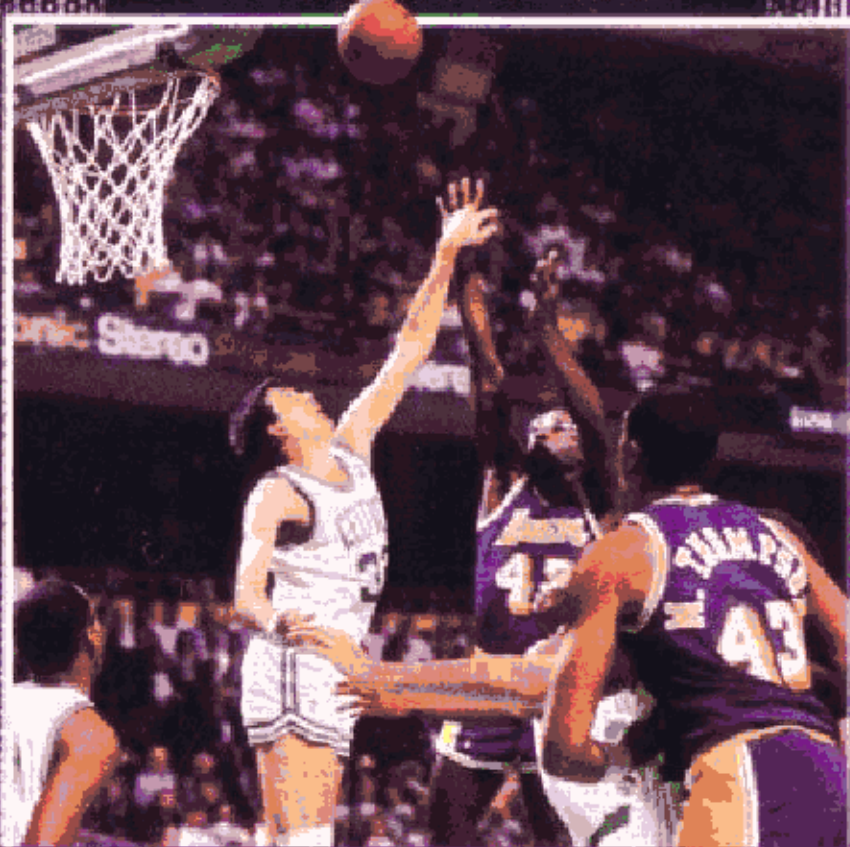


ELECTRONIC ARTS®



LAKERS
VERSUS
CELTICS
AND THE



NBA PLAYOFFS

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Back Row: Carl Mey, Paul Vernon, Rob Hubbard, John Tomlinson, Jesse Taylor
Kneeling: Arthur Koch, Cynthia Hamilton, Peggy Brennan

Jesse Taylor, lead programmer, has practiced Lakers vs. Celtics so much that he can now give his sons a decent game. So he says. We'll ask them.

Carl Mey, programmer, was inspired by Lakers vs. Celtics to look for ways to defy the laws of gravity. Know what? He's succeeded.

John Tomlinson, programmer, wants to be reincarnated as Michael Jordan, or Larry Bird, or anybody with a good jump shot. He's tired of getting his shot stuffed.

Paul Vernon, ambidextrous graphics artist, has challenged all the right-handed players in the NBA to a game of HORSE—left handed. No takers yet—lucky him.

Arthur Koch, graphics artist and playground legend, has vowed to learn to go to his left—this year for sure. When he does, we may be talking enshrinement in the Hall of Fame.

Cynthia Hamilton, graphics artist and rabid B-ball fan, wonders why we need all these other sports. They just get in the way of the basketball season. Good question.

Peggy Brennan, graphics artist and point guard on her high-school team, spends her off hours practicing her vertical jump.

Once Rob Hubbard, British-born music and sound guru, figured out that you don't dribble the ball with your feet, he picked up basketball very fast. No Rob, you don't kick to score.

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CONTENTS

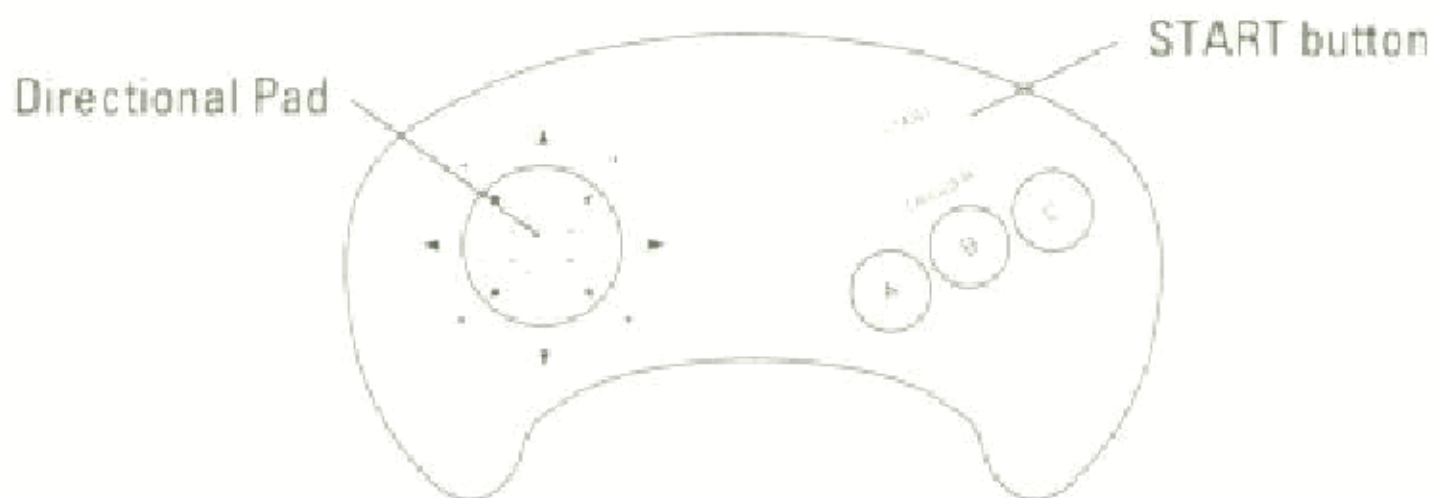
CONTROLLING THE GAME	2
WELCOME TO THE NBA	4
MAKERS VS. CELTICS AND THE NBA PLAYOFFS™	5
WIRE IT UP: HOW TO GET STARTED	7
WAME YOUR GAME: CHOOSING GAME OPTIONS	10
WHO'S PLAYING WHOM? TEAM MATCHUPS	13
PLAYER CONTROLS	17
OFFENSE	17
Moving and Dribbling	17
Passing	17
Shooting	18
DEFENSE	20
ENTERING A PLAYOFF TOURNAMENT	22
STUFF YOU'LL WANT TO KNOW ABOUT THE GAME	24
END OF THE PERIOD	24
AT HALFTIME	24
END OF THE GAME	24
TO PLAY ANOTHER TOURNAMENT GAME	26
END OF THE ROUND	27
FOULS, VIOLATIONS AND TURNOVERS	28
TIME OUTS, SUBSTITUTIONS, AND THE STATS SCREENS	30
STATISTICS	32
TEAM AND PLAYER CHARACTERISTICS	33
APPENDIX: NBA FACTS	33

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CONTROLLING THE GAME



SUMMARY OF COMMANDS

On offense and defense you control the man wearing **BLACK SHOES**. On offense this man always has the ball. Press the arrows on the Directional Pad that match the direction you want your player to move. You **CAN** move your player diagonally by pressing two arrows at the same time. Use the action buttons as follows

BEFORE PLAY:

- START** Generally, press **START** to continue (move to next screen).
Tosses up the jump ball that begins the first and third period of every game.
- A** Cycles through the choices on the **NBA Options** screen.
Chooses a team from the **Team Matchups** screen.
- B** Cycles through the **Stats** screens.
Chooses a team for **Genesis** from the **Team Matchups** screen.

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DURING PLAY—OFFENSE:

- START** Pauses the game.
- A** Quick press and release fakes a shot
Slow press and release shoots the ball
Substitutes one player for another from Stats screen.
- B** Passes the ball
Cycles through the Stats screens (after a Time Out)
- C** Calls Time Out (after pressing **START** to pause the game)

DURING PLAY—DEFENSE:

- START** Pauses the game.
- A** Player jumps to block a shot
- B** Changes the defensive man you control. Gives you control of the man closest to the ball.
- C** Tries to steal the ball from the offensive player holding or dribbling the ball.

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WELCOME TO THE NBA: THE BEST BASKETBALL ON EARTH



It all started in 1891, when a guy named Naismith nailed up a bushel basket on a gym wall. Kids with nothing better to do on a winter afternoon threw a ball at it. Every once in a while the ball went in . . . So began the game we call basketball.

There were no pros in the early days. Nobody knew about lay ups, or dribbling, or no-look passes. They just threw the ball at the basket. If any one back then even dreamed about a 360° air-reverse-in-your-face-rip-the-rim-from-the-glass-shattering slam dunk, he didn't tell anybody else about it. They would have thought he was crazy.

Lucky for us, basketball has changed a lot since then. Great players came along who revolutionized the game. George Mikan's hook, Cousy's creative assists, a Russell block, an Abdul-Jabbar sky-hook, and a thundering tomahawk slam by the Doctor of Dunkology, Julius Erving, all played a part in the remarkable change. These guys really shook things up and helped raise the game to the level we see today. Dr. Naismith's boring school exercise has become the world's most popular indoor sport, played by the world's best athletes.

Nowhere is the game played better than in the NBA. The fierce rivalries and frantic excitement of an NBA game showcases players whose blinding speed, artistic shot-making, and awesome power constantly amaze and delight us. Each game is competitive and there's something fantastic happening almost every second. To us fans, NBA players make basketball the greatest game on the planet!

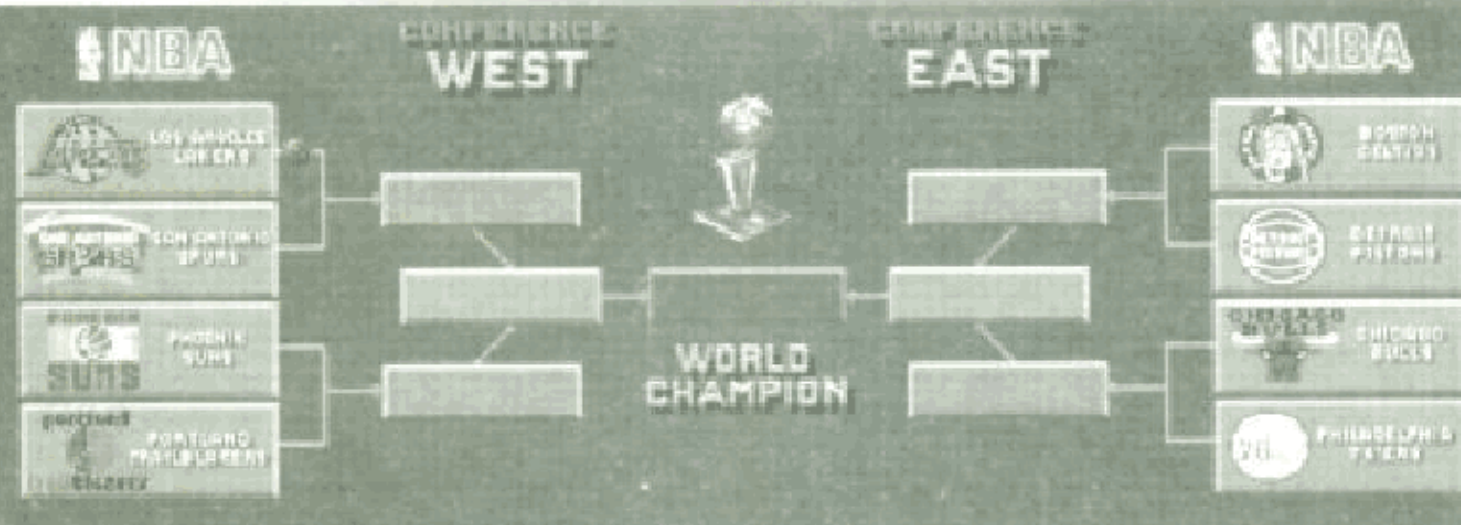


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LAKERS VS. CELTICS AND THE NBA PLAYOFFS™: THE GAME



NBA PLAYOFF TREE

Every year great teams from all over the country compete for the NBA Championship. In the modern era, the Los Angeles Lakers and the Boston Celtics have faced each other in more championship games than any other teams in all of sports history. *Lakers vs. Celtics and the NBA Playoffs* pays tribute to their great and often bitter rivalry.

But our game isn't just about those legendary teams. In fact, it couldn't be. The "old guard" has been challenged. Today there's just too much talent for one or two teams to dominate the NBA. Now several teams legitimately claim to be the best. The Detroit Pistons are on a roll—2 Championships in the last two years; the Chicago Bulls, with Michael Jordan, are always in the hunt; San Antonio, the 76ers, and Phoenix have shown that they can play in the big time; and the Portland Trailblazers are maybe just a year away from greatness. We've included all these super teams in the game so you can discover who's best.

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The league is full of superb players trying to win a spot in the NBA record book for their teams. Some of the stars are brash rookies with big attitudes and skills to match; others are seasoned vets who know what it takes to win in crunch time. You can take any team to the NBA playoffs and have a great shot at winning the Championship.

Lakers vs. Celtics is simply about the best basketball teams and the best players in the NBA today. Find out for yourself what Showtime means. If you're ready for the challenge and the fun, pull off your sweats, lace up your sneaks, and hit the court...

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FIRE IT UP: HOW TO GET STARTED

Follow the steps below to start jamming with the NBA on your Sega® Genesis® video entertainment system.

☉ *Everyone knows that playing basketball is a lot more fun than reading about it. In fact, after you look at the numbered start-up instructions in FIRE IT UP, you can probably figure out most everything you need to play just by looking at Controlling the Game on pages 2-3 of this booklet. Come on, let's take it to the hoop.*

1. Flip OFF the power switch on the Genesis.

Never insert or remove a game cartridge when the power is on. Don't risk shredding your cartridge. Make sure a Controller is plugged into Control 1.

2. Insert **Lakers vs. Celtics** into the slot on the Genesis. To lock the cartridge in place, press firmly, but don't force it. You're not trying to rip a rebound away from Piston strongman Bill Laimbeer—not yet anyway.

3. Turn ON the power switch.

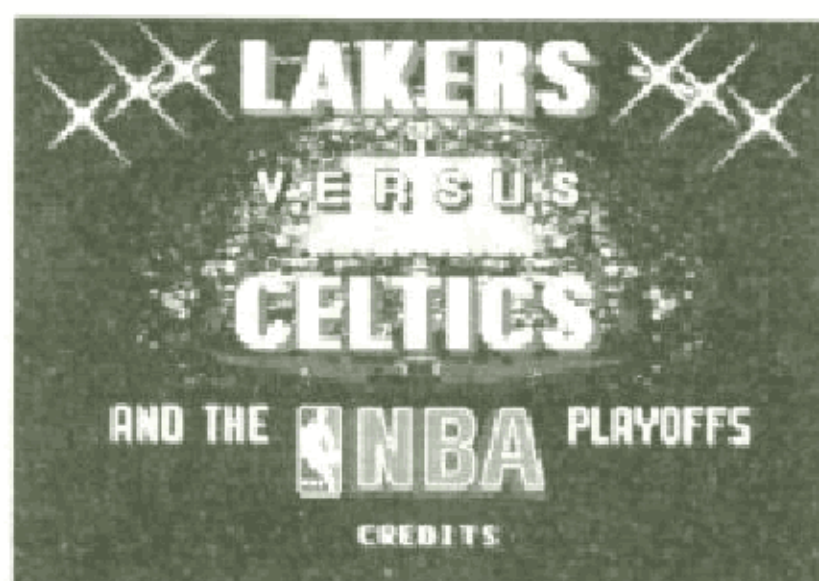
The Electronic Arts® logo will appear. If the logo doesn't appear, begin again at step 1.

4. When the **Lakers vs. Celtics** title screen appears, you can watch the game credits, or press START at any time.

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TITLE SCREEN

If you watch all the credits scroll by, you can check out a sample taste of the game's look and feel. You don't need to press any buttons. A short exhibition game (just over a minute long) between the Lakers and the Celtics will give you a quick take on what the game is all about.

⊕ *If you want to "pass" on the exhibition game, and get to a real game a little faster, skip the next bit and move down to step 5.*

If you want to watch the exhibition, here's what's happening after the credits:

The Genesis chooses teams from the Matchups screen, introduces the game, highlights the starting fives, and controls all player moves—dunks, steals, and in-your-face-defense. You can watch some of the greatest pros in the NBA do their thing, and get a good sense of the game's explosive action.

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To quit the exhibition at any time, hit any button on the Controller. This brings you back to the title screen.

If you watch the exhibition till it's over, you'll also return to the title screen.

5. Press **START** to move on to the NBA Options screen.

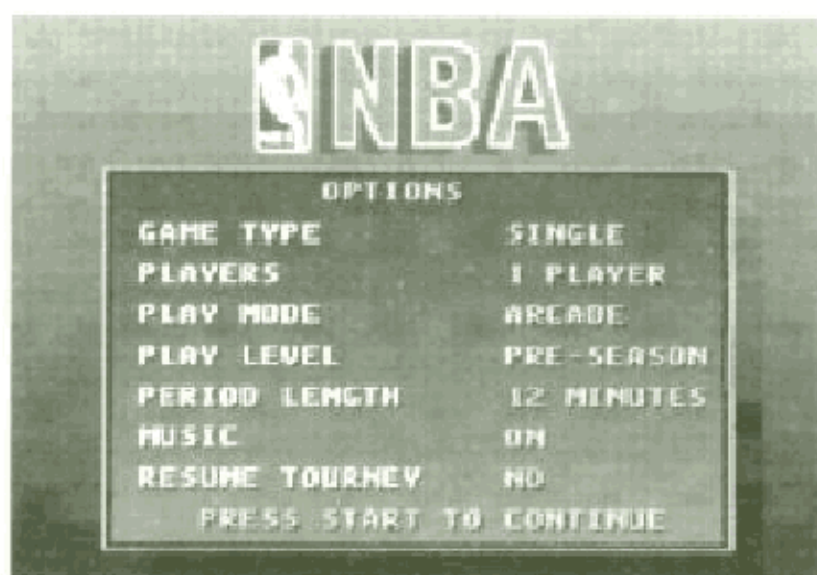
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NAME YOUR GAME: CHOOSING GAME OPTIONS

The NBA Game Options screen is where you set up the kind of game you want to play.



NBA OPTIONS SCREEN

- ❖ Press the up- or down-arrows on the Directional Pad to move the green highlight through the list of game options. Press A to cycle through the choices for the selected option.
- 🌐 *If you want to use the game's default settings and play a game right now, you can press START and move on to TEAM MATCHUPS. Read the stuff about game options another time.*

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OPTIONS

CHOICES (DEFAULTS IN BOLD TYPE)

GAME TYPE

SINGLE: Play a single game with any team against a friend or the Genesis.

TOURNAMENT: Enter tournament play. It's you against the Genesis. Play until you're knocked out of the Playoffs—or win it all.

PLAYERS

1 PLAYER: Play against the Genesis. 1 Player is automatically set when you play a TOURNAMENT game.

2 PLAYERS: Play against a friend. Make sure the second Controller is plugged into Control 2.

DEMO: Genesis controls both teams, while you take a break. Take a rest and come back ready for action.

PLAY MODE

ARCADE: Fast-paced basketball. The players never tire and fouls don't count.

SIMULATION: Players fatigue. In a big game you'll need to give them a rest or risk getting blown out of the building by your opponent's well-rested subs. Genesis keeps track of fouls and your players can foul out of a game. Simulation is automatically set when you play a TOURNAMENT game.

PLAY LEVEL

PRE-SEASON: Early in the year the players aren't quite as quick or aggressive as they become at other levels.

Referees take it easy on foul calls. Opponents don't play you chest to chest. They take fewer shots, and their shooting touch has more in common with masonry than artistry. They also steal the ball less, and get fewer

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C H A R L O T T E H O R N E T S
D A L L A S M A V E R I C K S
H O U S T O N R O C K E T S
U T A H J A Z Z



D I V I S I O N
M I N N E S O T A T I M B E R W O L F E S
D E N V E R N U G G E T S
S A N A N T O N I O S P U R S

rebounds. This is a good place to start practicing for your run to the NBA title.

REG-SEASON: This skill level is for intermediate players. The refs call a tight game and opponents play tough.

SHOWTIME: The stars come out, big time. Play is fully charged. The pace of the game heats up and all the players crank it up a notch. The action is fierce, and body contact has a way of becoming body collision. The ref cuts you no slack. Opponents play as hard as their stats and bench allow. **SHOWTIME** is automatically set if you are playing a **TOURNAMENT** game.

**PERIOD
LENGTH:**

12 MINUTES: Choose 2, 5, or 8 minute periods. Twelve is automatically set when you play a **TOURNAMENT** game. The team with the highest score at the end of four periods wins. In the event of a tie, you play a five minute overtime period (Exception: If you're playing 2 minute periods, you play a two minute overtime). You keep playing overtimes until there's a winner.

MUSIC:

ON

OFF: If the music is off, you can hear the tattoo of the ball on the floor, the referee's whistle, and the excitement of the crowd.

**RESUME
TOURNEY:**

NO

YES: To resume play in a tournament. This choice is active only when you select **TOURNAMENT** game type.

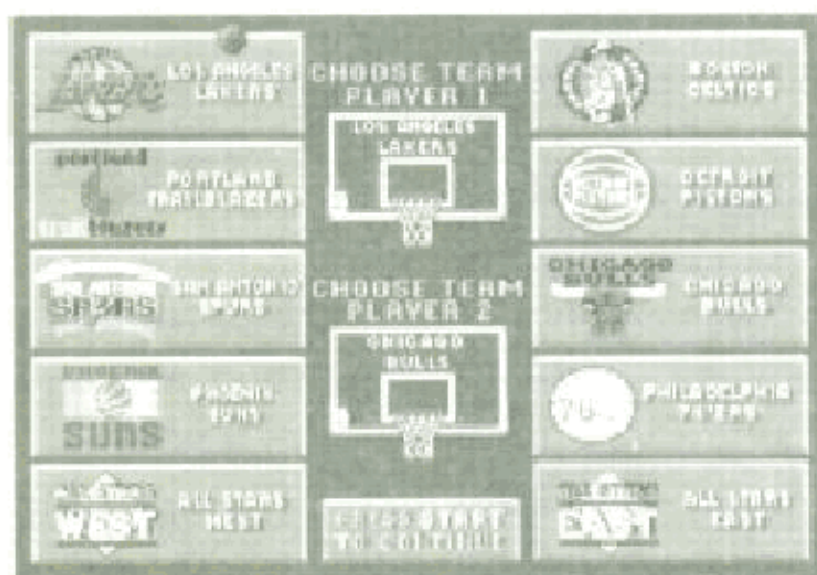
- When you've set the options you want and you're ready to play, press the **START** button.

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WHO'S PLAYING WHOM? TEAM MATCHUPS



TEAM MATCHUPS

During SINGLE games you can match any team against any other team. It doesn't matter whether you're playing against the Genesis, or a friend, or just watching in Demo mode.

⊕ If you want to play a game right now, and learn about choosing teams later on, press **START** to choose the default teams: Lakers and Celtics.

*This begins setting up a game between you and Genesis. You'll control the precision passing and fast-break attack of the Los Angeles Lakers while Genesis directs the challenging low-post offense of the Boston Celtics. Press **START** again, and move on to The EA SPORTS NETWORK pre-game show.*

CHOOSING TEAMS AND PLAYING A SINGLE GAME

To choose your own teams from the Matchups screen for a single game:

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- ❖ Read the text box on the screen and then press START once.

Now you can see the whole matchup screen.

If you're playing against the Genesis:

By default you're controlling the Los Angeles Lakers and the Genesis is controlling the Boston Celtics. To take control of another team:

- ❖ Press the up- or down-arrows on the Directional Pad to move the basketball to the logo of the team you want to control.

NOTE: If Genesis has the team you want to control (the Celtics), you need to choose a different team for the Genesis first.

- ❖ Press A to choose your team.

The basketball swishes through the hoop marked Choose Team Player 1, and your team's name shows up on the backboard. If that's not the team you want—no problem. Just choose again.

- ❖ Move the basketball to select a different team for the Genesis. Press the B button to choose your competition.

- ❖ Press START to Continue.

If you're playing against a friend:

By default you're controlling the Los Angeles Lakers and Player 2 is

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controlling the Boston Celtics. To take control of another team:

- Press the up- or down-arrows on the Directional Pad to move the basketball to the logo of the team you want to control.

NOTE: If your friend has the team you want to control (the Celtics), he needs to choose a different team before you choose your team.

- Press A to choose your team.

The basketball sails through the hoop marked Choose Team Player 1, and your team's name shows up on the backboard. If that's not the team you want, simply choose again.

- Now let your friend select a team in the same way. Make sure his Controller is plugged into Control 2. He needs to move the basketball cursor using the Directional Pad on his Controller. To choose a team he needs to press A on his Controller.

- After both teams are selected, press START on both Controllers to continue.

EA SPORTS NETWORK

Our EA Sports Network announcers introduce the game and the starting lineups, up close and personal.

- Press START to see your players' stats for the 1989-1990 season.

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MEMPHIS GRIZZLIES		CHICAGO BULLS		MEMPHIS GRIZZLIES	
YEAR STATISTICS - OFFENSE					
PLAYER	PTS	FG	FT	DD	AST
OLBERT	F	523	599	13	4
OLBERT	F	510	575	13	4
LEBRON KONY	F	472	517	13	4
WAXSON	F	509	524	13	4
CHUBB	F	493	548	13	4
KING	G	504	727	8	67
HODGES	G	438	509	8	110
ARMSTRONG	G	428	555	8	100
PEARLE	G	414	532	8	46
DAVIS	F	357	575	8	18
HEALY	F	529	732	8	28
SANDERS	F	325	500	8	9
SCORE	0	TIME	12:00	TIME	OUTS
A HOME	START	0	588	PLAYER	
C SHIP	TEAM	START	GO TO	GAME	

STATS SCREEN

If you want to look at more stats follow the instructions at the bottom of the screen. If you want to give a surprise start to one of your bench players, see Substitutions under **TIME OUTS, SUBSTITUTIONS, AND STATISTICS** (page 30) to change your starting lineup.

- ❖ When you're ready to play the game, press **START**.

Both teams are waiting for the starting tip off. Home teams always wear mostly white uniforms. There is no built-in advantage for the home team.

- ❖ Press **START** to hear the referee's whistle.

When the ball goes into the air, press **A** to direct your big man to go up and get it. You want to control the tip if you can. Remember the old saying, "you can't score without the ball."

TIP: Don't be over-anxious. Wait until you see the ball before you press **A**.

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PLAYER CONTROLS

The team with the ball is the offense; the other team is the defense.

OFFENSE

You always control the man with the ball. He's wearing black shoes. If you're playing with a friend, Player 2 controls the man wearing gray shoes.

Moving and Dribbling

Press the arrow on the Directional Pad that matches the direction you want your player to move. He'll move and dribble as long as you hold down the arrow. When you let up on the Pad he stops moving, but he'll keep dribbling in place.

If a defensive man is really up in your face, you can press A quickly BEFORE you start dribbling to get that man off his feet. Maybe then your guy can dribble around him (see **Shooting** for more information on faking a shot).

When your man wants to pass the ball to another player, fake a shot, or shoot the ball at the basket, he stops dribbling. Once he stops, he can't dribble again, or the refs will call travelling (see **FOULS, TURNOVERS AND VIOLATIONS**).

Passing



To pass the ball to another player, press B. This automatically passes the ball to the player who is both closest to and facing the passer. When he catches the



pass, he gets the black shoes. Now you're controlling him.

- ❖ To pass to a particular player, use the Directional Pad to point your man toward that player. If that man is facing you and ready to receive the pass, the ball will go to him when you press B, even though there may be another teammate who is closer.

Shooting



Press the A button to shoot.

How well your player shoots the ball depends on three things:

1. His statistical record.

Guys with high shooting percentages make more baskets than guys with low shooting percentages. It's as simple as that. See also **TEAM AND PLAYER CHARACTERISTICS** and **TIME OUTS, SUBSTITUTIONS AND STATISTICS**. If you need some points quickly, get some guys on the floor who can shoot the rock.

2. How closely he is being guarded.

Try to shake off the guy who's guarding the shooter. It's tough to hit the bottom of the net when he's up in your man's face. The more open your guy is, the better his chances of burying the shot.

3. When you release the A button.

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Release the button at the right moment. There are two different “touches” on the button.

- a. For a standard shot, press down slowly, and release the button when your player is at the top of his jump.
- b. To fake the defensive player up in the air, hit A quickly. When the defensive man rises, press A again to get off the shot.

Once you tell a player to shoot, he decides how to complete the shot. The game statistically determines what the player's best percentage shot is, checks out how closely he is being guarded, and then tells him to execute. Say a player is a few feet out from the basket: Robinson might hook, Larry might take a short jumper, Jordan might go for the slam, and Isiah might finger-roll it in.



Shot-Clock

In the NBA, you have twenty-four seconds, from the time you take the ball out of bounds, to get off a shot at your basket. If you don't shoot within 24 seconds, the referee calls a 24-shot clock violation and the other team gets possession of the ball.

- ☞ *The shot-clocks that keep track of how many seconds you have left to shoot, appear above each team's backboard.*

M I D W E S T
C H A R L O T T E H O R N E T S
D A L L A S M A V E R I C K S
H O U S T O N R O C K E T S
U T A H J A Z Z



D I V I S I O N
M I N N E S O T A T I M B E R W O L V E S
D E N V E R N U G G E T S
S A N A N T O N I O S P U R S

Offensive Tips

Get your big men the ball in the paint so they can shoot from close range. The air gets thin for most of these big guys when they get beyond the free-throw line.

Move the ball quickly. That means, catch and dribble-drive, dish a pass or catch and shoot. Use your speed.

DEFENSE

You control the defensive man wearing black shoes. If you're playing with a friend, Player 2 controls the man wearing gray shoes.

When you change players on defense, you'll switch to the man who's guarding the player with the ball.

- ❖ Press the B button to take control of the defensive man closest to the ball. If you're already guarding the player with the ball, additional presses of B will cycle through the other defensive players.

Move the defender you're controlling with the Directional Pad. Remember you control him. He'll only follow the action with his eyes unless you help him.

Just as you control shooting on offense, you can send a defender to double-team the ball or get in position to block out for a rebound if you want.

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When your defensive man is guarding the guy with the ball, you can try to steal it from him or block his shot.

- Press C to try to "rip" the ball from an opponent.

You have to be close to the man with the ball to pull off a steal, but don't be too aggressive. The refs watch closely for "reaching in." In SIMULATION mode if you get into foul trouble, you'll have to spend the rest of the game riding the pines.

- Press A to try to block a shot.

Your man has the best chance of blocking a shot if he is directly in front of and facing the shooter. In fact, get right up in his face. To block the shot, press A as the offensive player rises to shoot.

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ENTERING THE PLAYOFF TOURNAMENT

Choose a team from either Conference and try to take them all the way to the NBA championship. Remember: In tournament play it's you against the Genesis.

- ❖ Select **TOURNAMENT** under **GAME TYPE** on the NBA Options screen. This automatically sets the other options to **SIMULATION**, **SHOWTIME**, **1 PLAYER**, and **12 MINUTE** periods.
- ❖ Press **START** to continue.



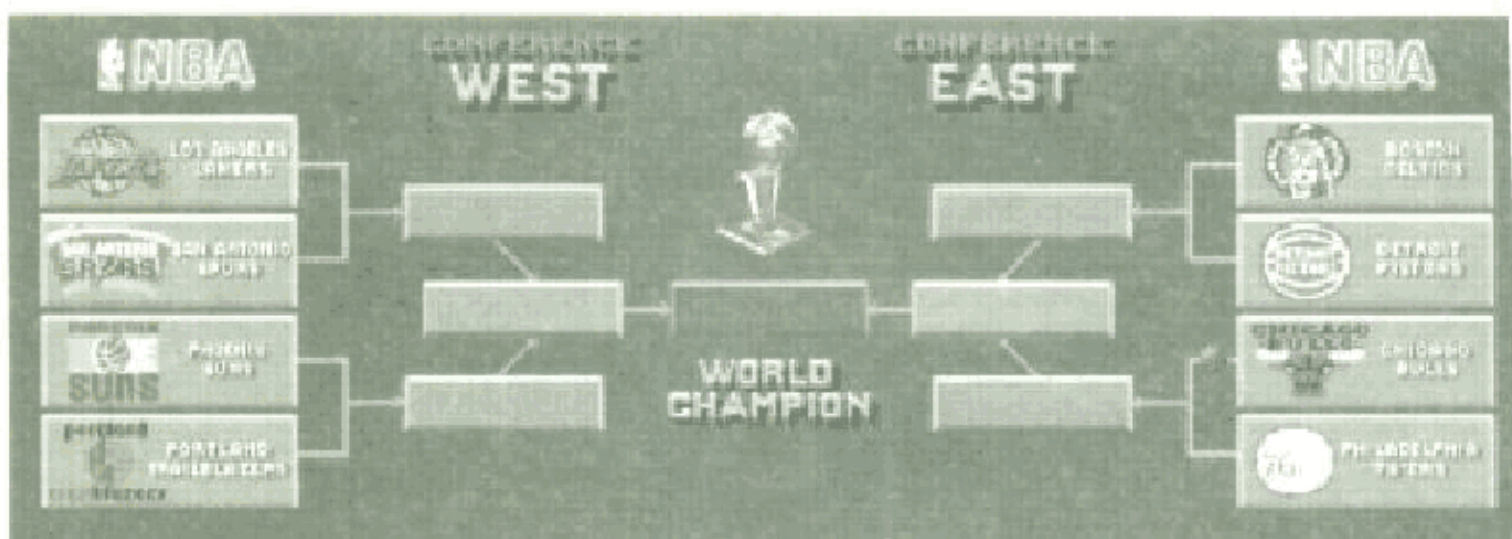
CHOOSE A TEAM FOR THE PLAYOFFS

- ❖ Press the up- or down-arrows on the Directional Pad to move the basketball to the logo of the team you want to take into the Playoffs.
- ❖ Press **A** to choose your team. The basketball tickles the twine of the hoop and the name of your team shows up on backboard. If that's not the team you want—no problem. Just choose again.
- ❖ Press **START** to continue.

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The NBA Championship Playoff tree shows the playoff matchups for the whole tournament. These matchups only change when you enter a new tournament.

- ❖ You can use the left-and right-arrows on the Directional Pad to scroll through the Tournament tree.

The blinking basketball is on your team. The team you're playing against is connected to your team by a bracket. Your team is the home team for the first playoff game. Home teams always wear mostly white uniforms. There is no built-in advantage for the home team.

- ❖ Press **START** to continue.

The EA Sports Network guys will introduce the game and the starting lineups.

- ❖ Press **START** to continue.

The Stats screen will appear just like in a single game. You can make player substitutions if you want to.

- ❖ Press **START** to move to the tip-off.

Tournament play works just like single game play.

M I D W E S T
C H A R L O T T E H O R N E T S
D A L L A S M A V E R I C K S
H O U S T O N R O C K E T S
U T A H J A Z Z



D I V I S I O N
M I N N E S O T A T I M B E R W O L V E S
D E N V E R N U B G E T S
S A N A N T O N I O S P U R S

STUFF YOU'LL WANT TO KNOW ABOUT THE GAME

END OF EACH PERIOD

At the end of each period during a Single Game or a Tournament, the Stats screen appears, which lets you make substitutions and check out the current foul situation (see page 30 for details on this screen).

AT HALFTIME

During halftime of a Single or Tournament game, the EA Sports Network guys report scores of other games going on in the league and show the best highlights. They send you back to the Stats screen so you can check team performance and make any substitutions you want.

If you want to go directly to the Stats screens, press **START** while the announcers are talking.

From the Stats screen press **START** to return to the second half of your game.

END OF THE GAME



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At the end of a SINGLE game, the final score appears on the End of Game screen. If you want to play some more, press START to return to the NBA Options screen.

At the end of a TOURNAMENT game, the final score appears on the End of Game screen.

❖ Press START.



PASSWORD SCREEN

Genesis shows your personal 6-character playoff PASSWORD. If you want Genesis to remember the current state of the playoff Tournament, you've got to remember this password. Write it down now on a piece of paper. This way you can pick up playing a tournament in progress at a later time.

➤ Press START.

This brings up the Playoff Tree. It shows the current Win-Loss record for each team.

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SACRAMENTO KINGS

TO PLAY ANOTHER TOURNAMENT GAME

If you want to play another playoff game in the same round right away, press **START**, again. The EA announcers will introduce the game.

Remember, after a game is over, you can stop playing in the middle of a tournament. Genesis will remember the results of the playoffs so far—if you remember your password.

- ❖ To resume playing a tournament, choose **TOURNAMENT** from the **NBA Options** screen. At the **RESUME TOURNEY** option, choose **YES**.



ENTER PASSWORD

- ❖ Use the arrows on the Directional Pad to move the box so it surrounds the first character in your password. Press **A** to select that character. Choose the next five characters of your password in the same way.
- ❖ When all six characters of your password are entered, press **START** to go to the **Playoff Tree**. Press **START** again to resume the playoffs.

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INDIANA PACERS
ORLANDO MAGIC



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END OF THE ROUND

If you lose the round, you're taken out of the tournament and returned to the NBA Options screen so you can try again. The quarter- and semi-final rounds are best of five-games series, and final round of the NBA championship is best of seven games.

You'll see when a round is completed on the Playoff Tree. Press START to start playing in the next round against your new competitor.

If you make it through the final round, your team name will appear in the World Champion screen along with the trophy. After receiving high-fives from your friends and neighbors, and gloating for an appropriate period of time, press START or Reset to play again.

M I D W E S T
C H A R L O T T E H O R N E T S
D A L L A S M A V E R I C K S
H O U S T O N R O C K E T S
U T A H J A Z Z



D I V I S I O N
M I N N E S O T A T I M B E R W O L V E S
D E N V E R N U G G E T S
S A N A N T O N I O S P U R S

FOULS, VIOLATIONS AND TURNOVERS

Fouls

An offensive player gets to take free throws if:

- ❖ He's fouled when the defensive player reaches in (2 free throws).
- ❖ He's fouled in the act of shooting, and the shot misses (2 free throws).
- ❖ He's fouled in the act of shooting, and the shot goes in (1 free throw).

Violations and Turnovers

The offense turns the ball over to the other team when the ref calls any of the following violations :

- ❖ Travelling. When your man wants to pass the ball to another player, fake a shot, or shoot the ball at the basket, he stops dribbling. Once he stops, *he can't dribble again*, or the refs will call travelling. You can't move him with the Directional Pad. If you do it's double-dribble and he gets called for travelling.
- ❖ 24 second shot clock violation. You have 24 seconds to shoot the ball. You must shoot the ball to reset the clock. The 24 second shot clock is above each team's backboard.

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- ❖ **Charging (offensive foul).** You can't run into a defensive player who's set.



- ❖ **10 second backcourt violation.** You can't stay in the backcourt killing time. You must advance the ball to the defense's half of the court within 10 seconds.
- ❖ **Backcourt violation.** Once you advance the ball over the halfcourt line into the defense's territory, you can't cross back over the halfcourt line into your territory.
- ❖ **5 second inbound violation.** You have 5 seconds to get the ball into play.
- **Out of bounds.** When the ball or the player with the ball leaves the boundaries of the court, the ref calls "Out of Bounds."

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TIME OUTS, SUBSTITUTIONS, AND THE STATS SCREENS

Time Outs and Pausing the Game

When your guys need a rest, or if they're in danger of getting blown out of the gym by the other team, press **START**. This pauses the game and lets you catch your breath. If your team has the ball, and you think you need to call a real time out to regroup or make a substitution:

- ❖ Press **C** to call an official Time Out. You must be in possession of the ball to call a time out.

Each team gets five time outs per half. Unused time outs from the first half don't carry over to the second half. Each team gets a free time out after each period.

Substitutions

When you call a time out, it brings up the **PLAYER STATISTICS** screen. You can make substitutions from here.

YEAR STATISTICS-OFFENCE					
PLAYER	PTS	FG	FT	REB	AST
WILKES	17	520	533	13	227
SPADER	7	428	379	15	104
CHOTIKWART	0	428	379	15	104
PANSON	0	300	280	10	58
JORDAN	0	391	342	13	51
KING	C	504	727	8	57
HOOPE'S	0	438	609	5	110
REISTADMO	0	488	688	5	108
PERDUE	0	434	592	3	146
DWU'IS	P	367	575	2	15
HEALY	P	525	738	2	28
SANDERS	P	328	400	2	9
SCORE: 0	TIME: 12:00	TIME OUTS: 5			
N: MORE	START	S: SUB	PLAYER		
C: GRP	TEAM	START: GO	TO GAME		

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- POS** Position. C is Center, G is Guard, and F is Forward.
- NO** Jersey number
- HT** Height
- WT** Weight
- FOULS** In SIMULATION mode only, a player with 6 personal fouls is disqualified from the current game. Offensive fouls (charging for example), are included in this total of six.
- FTG** In SIMULATION mode only, Fatigue affects player performance. Players with 4 rating are at full strength. As the player fatigues, the number decreases. When a player's fatigue rating drops to 2, he becomes noticeably slower, loses height from his vertical leap, and his shooting accuracy decreases. Slam dunks tire a player. The more slams you do, the quicker you fatigue.

You'll notice that the Player Stats and Substitution screen is divided into two parts. The top five players (starters) on your team roster, shown in white, are currently playing; the other seven guys (subs), shown in yellow on the screen, are on the bench.

To substitute, use the up-down arrows of the Directional Pad to select the starter you want to replace. His name flashes. Use the right left arrows to move through the players on the bench. When the guy you want to substitute into the starting lineup is flashing, press A. Notice how the highlighted starter and the player on the bench swap places when you press A.

*Players can be substituted at any position you want them to play. For example, you could play with 5 forwards if you want.

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DALLAS MAVERICKS
HOUSTON ROCKETS
UTAH JAZZ



DIVISION
MINNESOTA TIMBERWOLVES
DENVER NUGGETS
SAN ANTONIO SPURS

Statistics

The two other Stats screens are YEAR STATISTICS—OFFENSE, and YEAR STATISTICS—DEFENSE. Press B to cycle through these screens.

YEAR STATISTICS—OFFENSE

This shows the team's offensive stats for the 89-90 season. These figures never change. The abbreviations used are:

- FG% Field goal percentage. The number of shots made divided by the total number of shots attempted.
- FT% Free throw percentage. The number of free throws made divided by the number of free throws attempted.
- PPG Average points per game.
- AST Assists, which are passes to a teammate that lead directly to a basket.

YEAR STATISTICS—DEFENSE

This shows the team's defensive stats for the 1989-1990 season. These figures never change. The abbreviations used are:

- PF Personal fouls
- DQ Number of games player was disqualified (fouled out)
- BLK Blocks
- STL Steals
- RBND Rebounds

When you're ready to return to the game, press START.

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TEAM AND PLAYER CHARACTERISTICS

Your players are modeled after their real NBA namesakes using their stats from the 1989-90 season. Game play is designed to be real. If you try to make Dennis Rodman into a 3-point threat or Tom Chambers into a point guard, you're in for a long night of losing. Try to turn the Celtics into a fastbreak team, and you may wind up turning the ball over more often. Try making the Lakers play a half-court game and you'll stunt their explosive scoring potential. Remember, play up your strengths and try to minimize your weaknesses. That's the way you win games!

APPENDIX: NBA FACTS

This appendix contains a complete listing of all the team rosters in *Lakers vs. Celtics and the NBA Playoffs*.

Players with an asterisk (*) by their names are starters.

WESTERN CONFERENCE

Los Angeles Lakers

				Years in the NBA	
F	15	Steve Bucknall	6-11	222	R(ookie)
S	21	Michael Cooper	6-7	176	12
C	12	Vlade Divac	7-1	248	R
S	10	Larry Drew	6-2	190	4
F	45	A.C. Green*	6-9	224	5
S	32	Magic Johnson*	6-9	220	11

PACIFIC

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DIVISION

LOS ANGELES CLIPPERS
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 SACRAMENTO KINGS

31	Mark McNamara	6-11	235	7
4	Byron Scott*	6-4	195	7
43	Mychal Thompson*	6-10	235	11
3	Jay Vincent	6-7	220	9
0	Orlando Woolridge	6-9	215	8
42	James Worthy*	6-9	225	8

Phoenix Suns

3	3	Kenny Battle	6-6	210	R
F	24	Tom Chambers*	6-10	230	9
G	10	Greg Grant	5-7	145	R
G	14	Jeff Hornacek*	6-4	190	4
G	8	Eddie Johnson	6-7	215	9
G	7	Kevin Johnson*	6-1	190	3
C	28	Andrew Lang	6-11	250	2
G	40	Mike McGee	6-5	207	9
F	9	Dan Majerle*	6-6	220	2
F	34	Tim Perry	6-9	220	2
F	31	Kurt Rambis	6-8	213	9
C	41	Mark West*	6-10	246	7

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Portland Trailblazers

F	2	Mark Bryant	6-9	245	2
C	42	Wayne Cooper	6-10	220	12
G	22	Clyde Drexler*	6-7	215	7
C	00	Kevin Duckworth*	7-0	270	4
G	23	Byron Irvin	6-6	195	R
F	33	S. Johnston	6-8	210	5
F	25	Jerome Kersey*	6-7	222	6
G	44	Drazen Petrovic	6-5	195	R
G	30	Terry Porter*	6-3	195	5
F	3	Cliff Robinson	6-11	225	R
F	52	Buck Williams*	6-8	225	9
G	21	Danny Young	6-4	175	6

San Antonio Spurs

G	40	Willie Anderson*	6-8	190	2
C	33	Uwe Blab	7-2	250	5
F	43	Frank Brickowski	6-10	240	6
F	34	Terry Cummings*	6-9	235	8
F	32	Sean Elliott*	6-8	205	R
F	27	Caldwell Jones	6-11	222	19
F	17	Vernon Maxwell	6-4	180	2
F	00	Johnny Moore	6-3	185	6
F	23	Zarko Paspalj	6-9	215	R
F	50	David Robinson*	7-1	235	R
F	1	Rod Strickland*	6-3	175	2
F	25	David Wingate	6-5	185	4

MIDWEST
 CHARLOTTE HORNETS
 DALLAS MAVERICKS
 HOUSTON ROCKETS
 UTAH JAZZ



DIVISION
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EASTERN CONFERENCE

Chicago Bulls

G	10	B. J. Armstrong	6-2	170	R
C	24	Bill Cartwright*	7-1	245	10
F	22	Charles Davis	6-7	215	8
F	54	Horace Grant*	6-10	220	3
G	14	Craig Hodges	6-3	190	8
F	23	Michael Jordan*	6-6	195	6
C	34	Stacey King	6-11	232	R
F	45	Ed Nealy	6-7	240	7
G	5	John Paxson*	6-2	185	7
C	32	Will Perdue	7-0	240	2
F	33	Scottie Pippen*	6-8	210	3
F	42	Jeff Sanders	6-9	230	R

Detroit Pistons

F	23	Mark Aguirre	6-6	235	9
C	00	William Bedford	7-1	235	3
G	4	Joe Dumars*	6-3	195	5
C	53	James Edwards*	7-1	252	13
F	33	David Greenwood	6-9	225	11
F	35	Scott Hastings	6-11	245	8
G	12	Gerald Henderson	6-2	180	11
G	15	Vinnie Johnson	6-2	200	11
F	40	Bill Laimbeer*	6-11	260	10
F	10	Dennis Rodman*	6-8	210	4
F	22	John Salley	6-11	231	4
G	11	Isiah Thomas*	6-1	185	9

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Boston Celtics

5	John Bagley	6-0	192	8
33	Larry Bird*	6-9	220	11
34	Kevin Gamble	6-5	215	3
3	Dennis Johnson*	6-4	202	14
53	Joe Kleine	7-0	271	5
35	Reggie Lewis*	6-7	195	3
32	Kevin McHale*	6-10	225	10
00	Robert Parish*	7-0	230	14
4	Jim Paxson	6-6	210	11
54	Ed Pinckney	6-9	215	5
13	Charles Smith	6-1	160	R
11	Michael Smith	6-10	225	R

Philadelphia 76ers

20	Ron Anderson	6-7	215	6
34	Charles Barkley*	6-6	253	6
1	Scott Brooks	5-11	165	2
7	Lanard Copeland	6-6	185	R
12	Johnny Dawkins*	6-2	170	4
42	Mike Gminski*	6-11	260	10
33	Hersey Hawkins*	6-3	190	2
44	Rick Mahorn*	6-10	255	10
40	Kurt Nimphius	6-11	222	9
18	Kenny Payne	6-8	220	R
21	Derek Smith	6-6	218	8
23	Bob Thorton	6-10	225	5

PACIFIC
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1990 Eastern Conference All-Stars

F	33	Larry Bird*	6-9	220	Boston Celtics
F	34	Charles Barkley*	6-6	253	Philadelphia 76ers
G	4	Joe Dumars	6-3	190	Detroit Pistons
C	33	Patrick Ewing*	7-0	240	New York Knicks
G	23	Michael Jordan*	6-6	198	Chicago Bulls
F	32	Kevin McHale	6-10	225	Boston Celtics
F	31	Reggie Miller	6-7	190	Indiana Pacers
C	00	Robert Parish	7-0	230	Boston Celtics
F	30	Scottie Pippen	6-7	210	Chicago Bulls
F	10	Dennis Rodman	6-8	210	Detroit Pistons
G	11	Isiah Thomas*	6-1	185	Detroit Pistons
F	21	Dominique Wilkins	6-8	200	Atlanta Hawks

1990 Western Conference All-Stars

F	23	Rolando Blackman	6-6	194	Dallas Mavericks
F	24	Tom Chambers	6-10	230	Phoenix Suns
G	22	Clyde Drexler	6-7	215	Portland Trailblazers
F	45	A. C. Green*	6-9	224	Los Angeles Lakers
G	7	Kevin Johnson	6-1	188	Phoenix Suns
G	32	Magic Johnson*	6-9	220	Los Angeles Lakers
G	11	Lafayette Lever	6-3	175	Denver Nuggets
F	17	Chris Mullin	6-7	215	Golden State Warrior
C	34	Akeem Olajuwon*	7-0	250	Houston Rockets
C	50	David Robinson	7-1	235	San Antonio Spurs
G	12	John Stockton*	6-1	175	Utah Jazz
F	42	James Worthy*	6-9	225	Los Angeles Lakers

ATLANTIC
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- Graphics and Animation: Paul Vernon, Arthur Koch, Cynthia Hamilton, Peggy Brennan
- Music and Sounds: Rob Hubbard
- Producers: Don Traeger and Jim Rushing
- Assistant Producers: Jon Horsley, Happy Keller, Michael Meischeid
- Technical Director: Richard Hicks
- Software Testing: Orlando Guzman, Miguel Qurino, Steve Matulac
- Product Manager: Lesley Mansford
- Director: Nancy Fong
- Package Photography: Dick Raphael
- Documentation: R. J. Berg
- Final Game Design: Robert Weatherby

ative of Texas, Robert has designed and programmed games for
onal computers, coin-ops, and video game machines. He brought
rs vs. Celtics to life on the IBM PC. Robert is an avid golfer and also
ys playing basketball and softball.

PACIFIC

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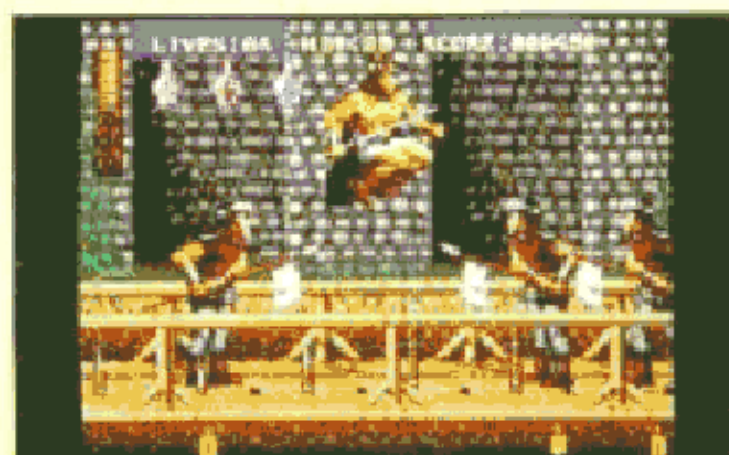


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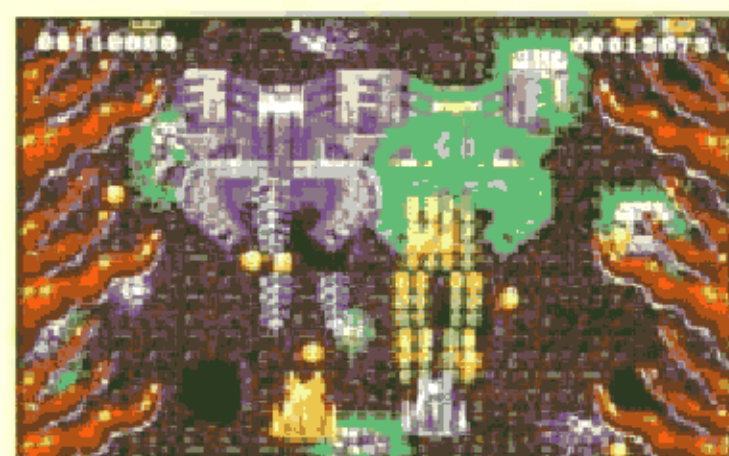
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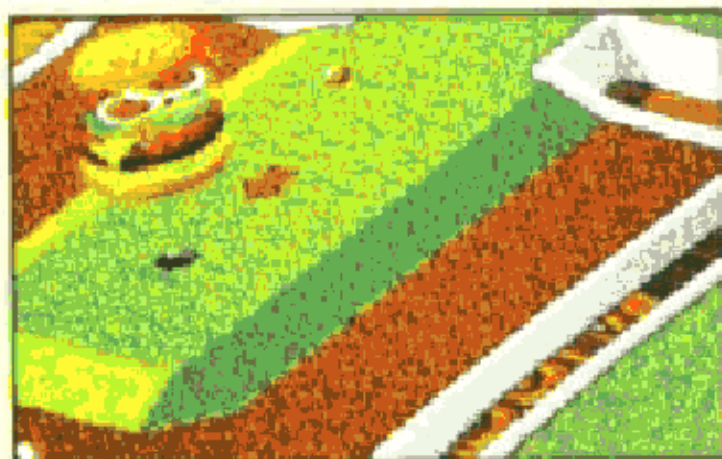
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