

SEGA™

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SEGA SATURN™

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Acclaim

INSTRUCTION MANUAL

COMPACT
disc

This game is licensed by
Sega Enterprises, Ltd. for play on the
SEGA SATURN™ System

What are you really made of? Yesterday's moves and the day-before's excuses? Is 2D the way you wanna be? Or are you ready to step up to the real world of 3D power jams and decimating defensive moves?

Today's game is more frantic, and takes a little more power and finesse!

It's time for real jammin'! Time for in-your-face D, and out-of-this-world

dunkin'! Two-on-two is No. 1 as this exciting arcade hit comes home!

This is where power makes the plays, and crybabies call "foul!" Whip into tournament play and just try to escape elimination! It takes more than guts!

If you're a glory gourmet, you might go hungry before you can savor the sweet taste of victory in NBA® JAM™ Extreme. This game will test all that you thought you knew about winning!

STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad(s). If you would like to play a three or four player game, plug in a 6 Player Adaptor (sold separately) as described in its instruction manual now.

2. Place the NBA® JAM™ Extreme disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

Press any **BUTTON** to advance to the Main Menu, featuring these choices: **Choose Player**, **Start Game**, **Options**, and **View/Delete Records**. To make your selection, highlight it and press the **START** or **A BUTTON**.



CHOOSE PLAYER

This choice lets you choose which player you will control. Players can play as teammates or opponents, depending on which player they chose to control. Players 1 and 2 are always on one team, while players 3 and 4 are on the opposing team. You can control up to two players per team. There are two basic play modes:

1 TO 4 PLAYER PRACTICE: If you don't input your initials (see Password), up to 4 players can compete in a practice game. Results will not count toward Tournament play. One or two players can play as teammates against a random computer opponent, or 2 or more players can select their teams and play as opponents.

1 OR 2 PLAYER TOURNAMENTS: 1 or 2 players play as teammates against 29 opposing teams! If you manage to beat them all, you enter the 30 second SHOOT-OUT, a bonus level that allows you to gain points by hitting shots from all over the court. Then it's on to the Semi-finals, a tough best-of-5 elimination contest that will leave only two teams standing. If you make it through that minefield, you'll enjoy another shoot-out period, this time for 60 seconds. Then it's down to the final showdown: a best-of-7 battle for the championship!

START GAME

This is where the action begins! Tons of 3D fun are at hand, no matter how many are playing! The game begins with a Password Screen (see Password).

OPTIONS

You can set up your game in a variety of ways to make for the wildest court action you can imagine!

- 1. TIMER SPEED:** The speed of the clock may be set from 1 (extra slow) to 5 (extra fast).
- 2. DRONE DIFFICULTY:** The competitive intelligence of your computer controlled opponents may be set from 1 (extra easy) to 5 (extra smart).
- 3. COMPUTER ASSISTANCE:** Set on or off. When on, this option button will cause the computer to make sure that games remain close by cooling off any team that gets too big a lead! Turn off to give both teams a "fair shake".
- 4. CONTROLLER CONFIGURATION:** This mode allows you to set up the buttons on your controller for various pass, shoot, and turbo options.
- 5. SHOT CLOCK:** May be adjusted from 5 seconds to 24 seconds.
- 6. OVERTIME:** May be adjusted from 1 minute to 3 minutes.
- 7. SOUNDS:** Turn the sound ON or OFF and set volume.

VIEW/DELETE RECORDS:

Activating this option will take you to the record screen. NBA[®] JAM[™] Extreme stores records and stats for up to 32 different players! If you plugged in a Sega[™] Memory Cartridge at start up, your records will automatically be saved to the Cartridge. Otherwise, your records will be saved directly to the internal memory. At some point, you may wish to erase a record to make room for a new one. To erase a record, use the **D-PAD** to highlight the desired record and press the **A BUTTON**. You will then be asked to confirm whether you truly wish to delete this record. Press the **START BUTTON** to abort your deletion, or the **B + C BUTTONS** to erase the record. Highlight "Return to Main Menu" and press the **START BUTTON** to return to the main options menu, or highlight "Exit" and press **START** to go to the title screen.

PASSWORD: ENTERING INITIALS

Before selecting your teams and players, you'll have a chance to enter your initials and the date for record keeping. This is the first step up the ladder to the championship!

- If you have previously entered initials, your previously saved stats will be loaded and you will then go to the next game in the schedule.
- If you wish to play a practice game (no stats will be saved), don't enter any initials. No stats will be loaded, and you'll go to the Team Select screen. In a 1 player game, the computer will randomly select an opposing team.

NOTE: ALL players must press start to join the action!



PLAYER/TEAM SELECT

After the enter initials screen, you'll see the Team Select screen. Use the **D-PAD** to toggle through teams, and any button to select. Then choose which 2 players from the six available you want on your team, and which one you'll control. This is also where you'll substitute players as the game progresses.

Opposing teams are selected by the computer. If you've entered initials, the computer will select the next team in Tournament play.

Check out the player attributes carefully to make smart choices. You'll want a good mix of skills as the game begins, and keep an eye on your bench talent, too. This is where you set your game plan in motion!



PLAYER ATTRIBUTES

Each player is rated in several fundamental skill/attribute categories. These will increase or decrease according to performance during a game; success builds ability, while failure erodes it.

SPEED: How fast a player moves

3 PT: How well he shoots from "downtown"

DUNK: How well a player slams the jams.

LAY-UP: How well a player executes a lay-up

PASSING: How accurately a player passes

STEAL: How good the player is at stripping the ball from an opponent.

BLOCK: How well a player blocks shots

REBOUND: How well a player recovers missed shots and loose balls

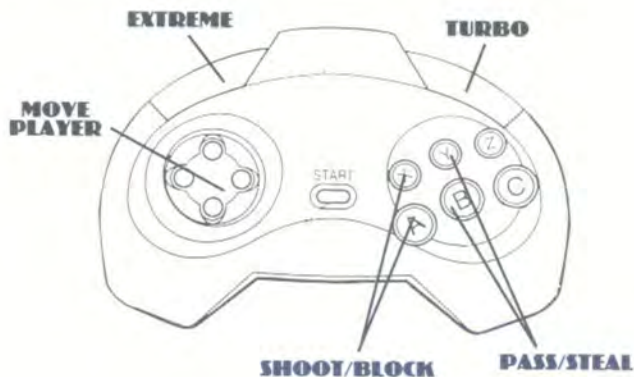
DRIBBLING: How well a player dribbles helps determine his ball control.

CLUTCH: How well a player handles stressful play situations.

POWER: Measures the size and strength of a player, and his resistance to abuse.

Once you've selected your team and team members, it's time to show what you can do! Master the controls and apply a little muscle and it's on to the championship!

DEFAULT CONTROLS



SHOOT/BLOCK

ON OFFENSE: press and hold the **A or X BUTTON** to shoot, and release it at the top of your arc for a sweet shot. Try it with the Turbo or Extreme buttons to execute the wildest jams in the backboard jungle!

ON DEFENSE, press the **A or X BUTTON** to block shots and rob opponents of "sure thing" shots.

PASS/STEAL

ON OFFENSE: If you have the ball, press the **B or Y BUTTON** to pass to your teammate. If your CPU teammate has the ball, press the **B or Y BUTTON** to have him pass to you. If your human teammate has the ball, the **B or Y BUTTON** does nothing. Try it with Turbo for an extra-fast pass, or with Xtreme to charge.

ON DEFENSE: Press the **B or Y BUTTON** to attempt a steal from an opponent who has the ball. Press **TURBO** to give them a **SHOVE** they won't forget, or **Extreme** to **DIVE** for the loose ball!

TURBO

This (**LEFT SHIFT BUTTON**) is the juice button! Pressing it will make your player run faster, jump higher, shoot better, pass better--as long as his Turbo power lasts! The amount of Turbo available is shown by a meter above the player's name. When in use, the player leaves burning footprints behind.

XTREME

This (**RIGHT SHIFT BUTTON**) is Turbo on steroids! / Turbo with vitamins! Xtreme power gives you that boost over the edge that means crunch time for your opponents!

ADVANCED MOVES

HEADFAKE: Tap **SHOOT** when you pull up for a jumper and fake your opponent into jumping too soon!

ON YOUR FEET: Tap **PASS** to get back up quickly after a knockdown!

OTHER GAME FEATURES

SMOKIN'

On offense and defense, consistency has big rewards! Shoot three baskets in a row without your opponent scoring, or block three shots in a row, and you'll be Smokin'! On offense, this gives you permanent Turbo for the next three shots (or until the opposing team makes a shot)— you'll be pullin' crazy jams out of your socks! On defense, you can goaltend without getting called for it. Wanna pull off the ultimate? How about being **Unstoppable?** That's what you are if you manage to get Smokin' on both offense and defense.

TIP OFF

The game begins with a tip off. To gain control of the ball (and the initial advantage), rapidly press the X BUTTON.

QUARTERS

A game consists of 4 quarters of 3 minutes each. The time of the quarters can be set in the options menu.

TIMERS

Timers show the amount of time remaining in a quarter, while the shot clock shows how many seconds you have left to get off a shot.

SUBSTITUTIONS

After the 1st, 2nd and 3rd quarters, you may wish to bring in a substitute player to replace a current one. Follow on screen prompts to do so. This is where a keen eye for attributes really pays off! If you're trailing, you may want to unleash your 3 point wizards to get back in the game. If your opponent is staging a comeback, think about which play skills might check his ambitions at the door! To come out on top, the name of the game is matching a player's skill set to the situation!

COACHING TIPS

After the 1st, 2nd and 3rd quarters, you will receive valuable coaching tips to help you improve your play. Listen up!

TEAMS

