

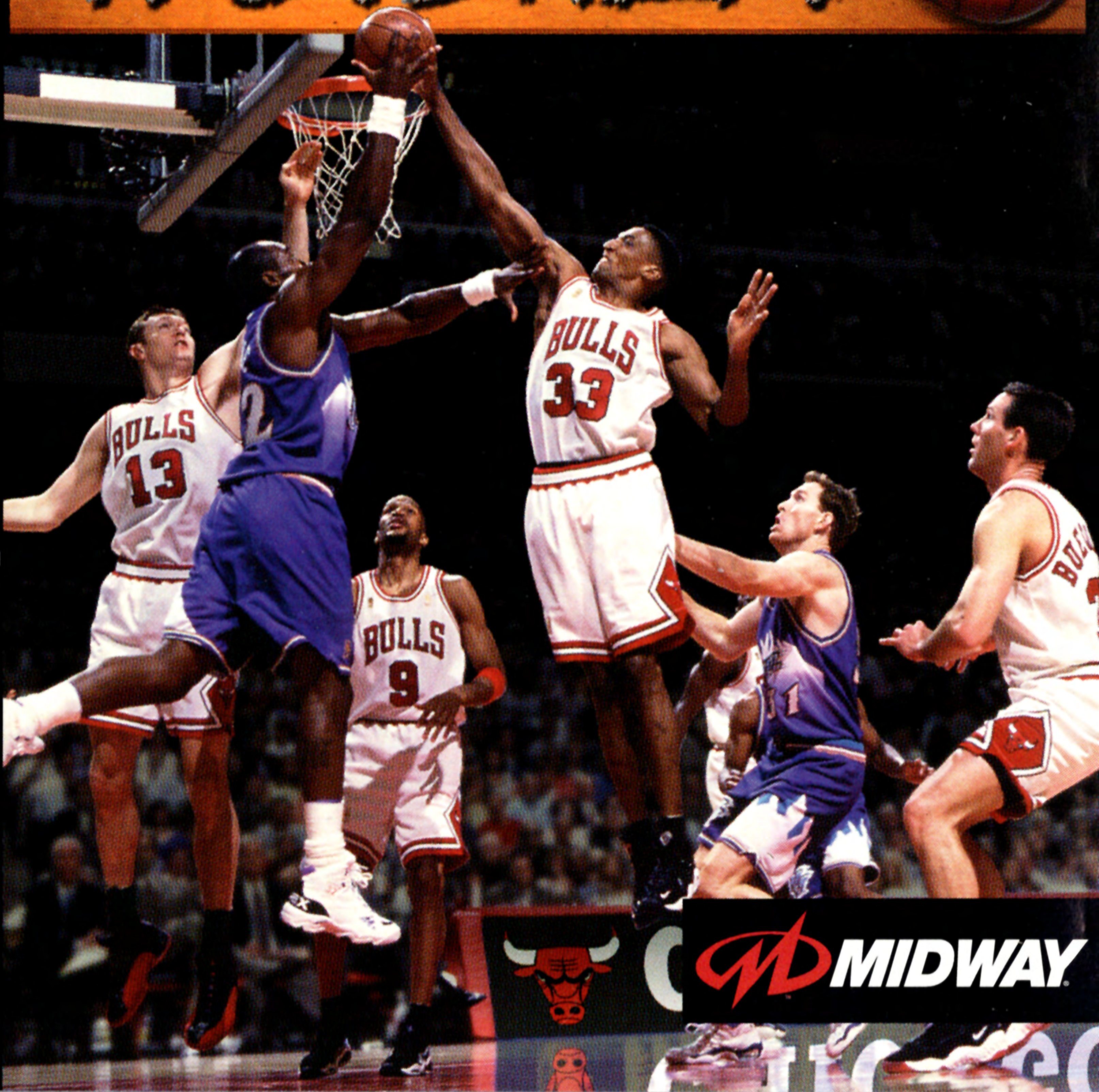


NTSC U/C

PlayStation™

NBA

FASTBREAK '98



KIDS TO ADULTS™



CONTENT RATED BY ESRB

SLUS-00492



MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS

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

HANDLING YOUR PlayStation™ DISC

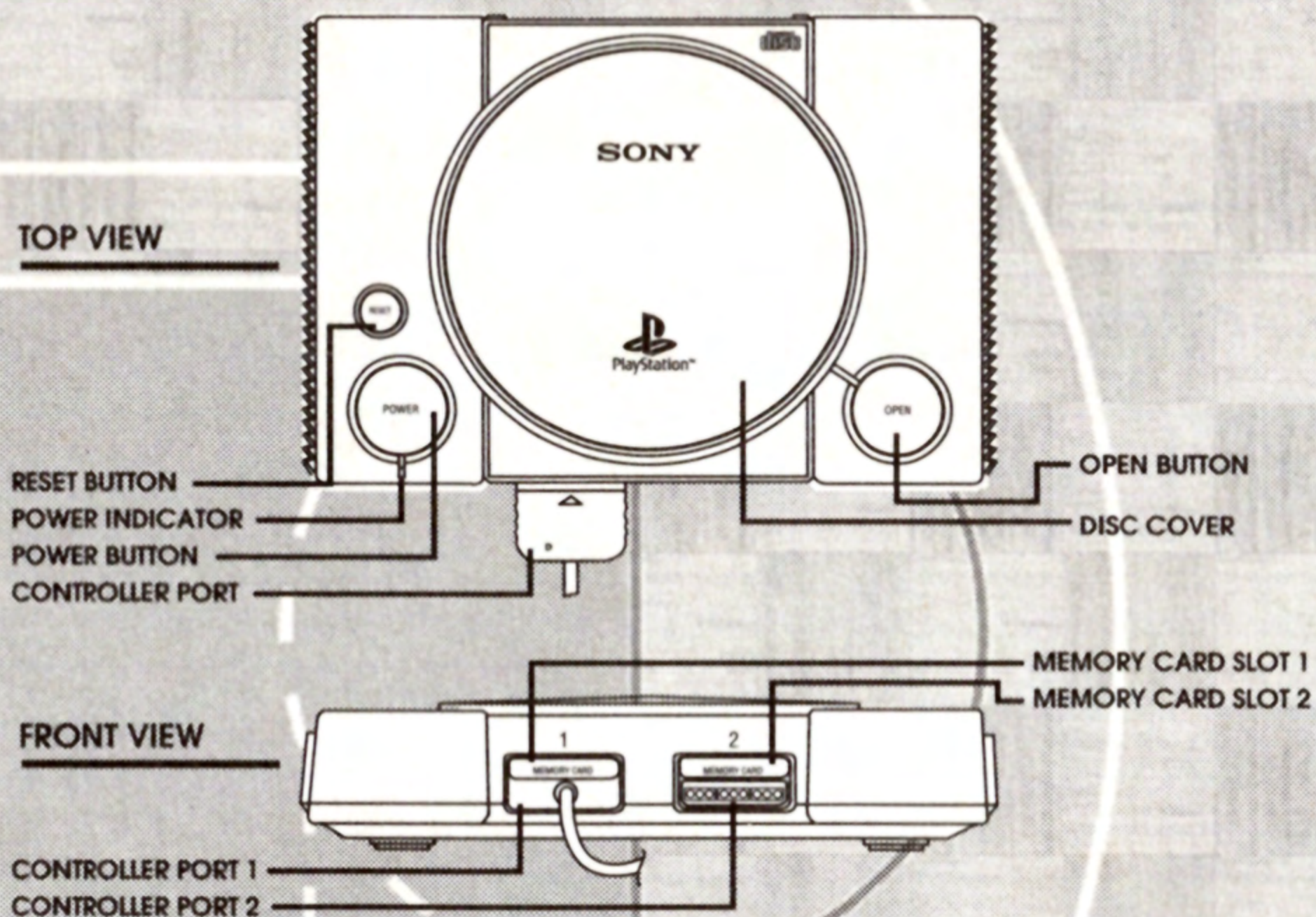
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact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

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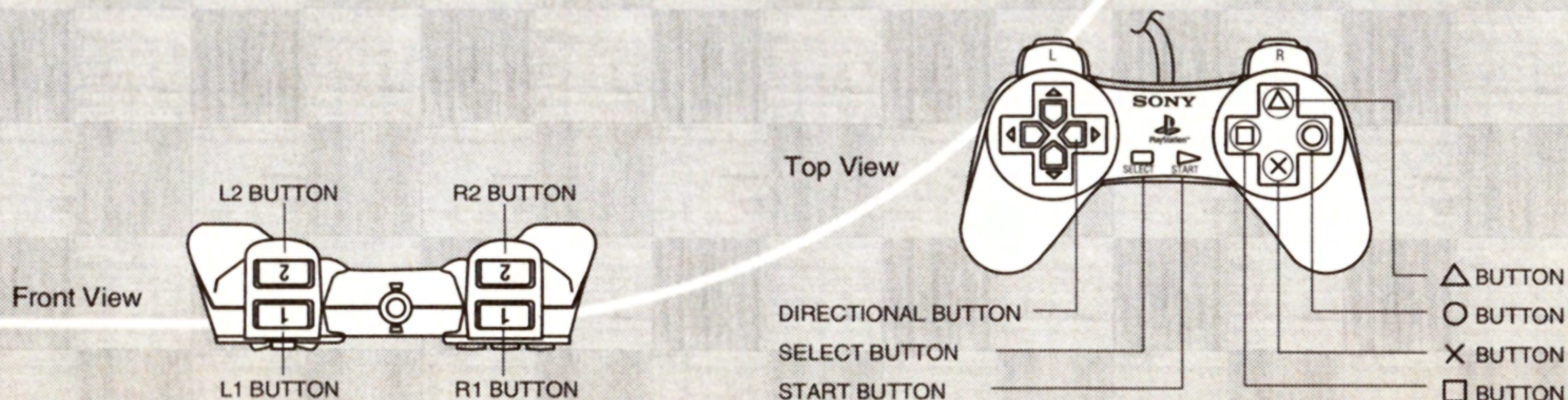
GETTING STARTED

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the Power Indicator is off before inserting or removing a compact disc. Insert the NBA FASTBREAK '98 disc and close the Disc cover. Insert game controllers and turn on the PlayStation™ Game Console. Follow on-screen instructions to start a game.



MULTI TAP USAGE

If you're planning to use a Multi tap for multiple players (up to 8), you'll need to plug the Multi tap into Controller Port 1 or 2. Plug a second Multi tap into the other (unused) Controller Port if you want up to 8 players. When using the Multi tap, at least one controller must be connected to Port A of the Multi tap, or additional controllers will not be detected.



MEMORY CARD

With a memory card inserted in your PlayStation™ Console, NBA FASTBREAK '98 will save your season data and created Players. Read below for information on situations regarding Memory Cards:

NBA FASTBREAK '98 requires 3 blocks of memory for a season/playoff file, and one block for main file. The main file saves game options, user records and player menu modifications.

If you choose **New Season** or **New Playoffs** from the Main Menu, a screen will appear, asking if you would like to continue without saving, or if you would like to use an empty memory card slot. Highlight the slot you wish to use, then press the **X Button**.

If you choose Continue Season from the Main Menu, the memory card screen will appear. There will be slots showing your record (eg. Pacers 10 - 8). Press the **Directional Button UP** or **DOWN** to highlight the choice that represents your saved data, then press the **X Button**.

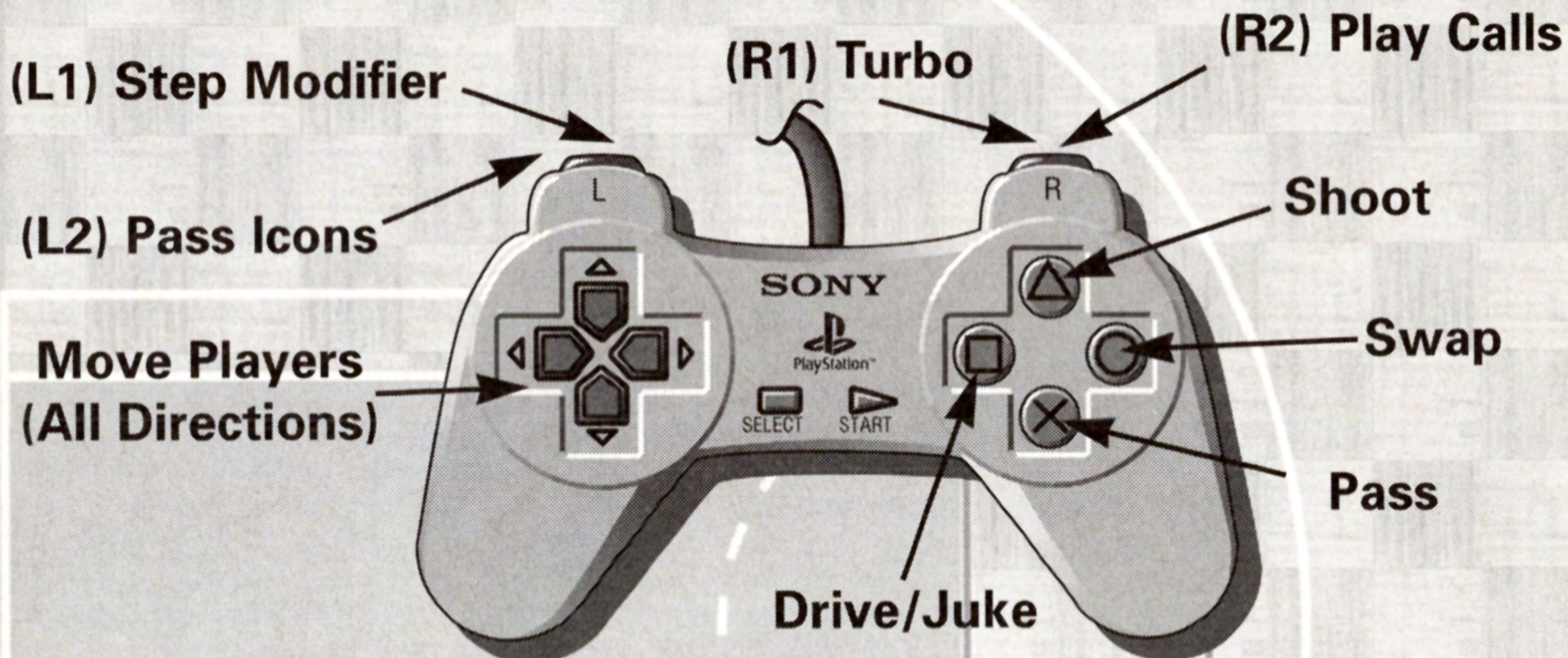
If you don't have a memory card inserted in your PlayStation console, there will be a warning immediately following the title screen. The warning states that there is no memory card present and that all modifications will be lost. The prompt will ask if you still wish to continue. You can continue and play in any game mode, but you will not be able to save any data.

You must play an entire game if you want to save a game. It is NOT possible for a user to save a game in progress, then continue the game later.

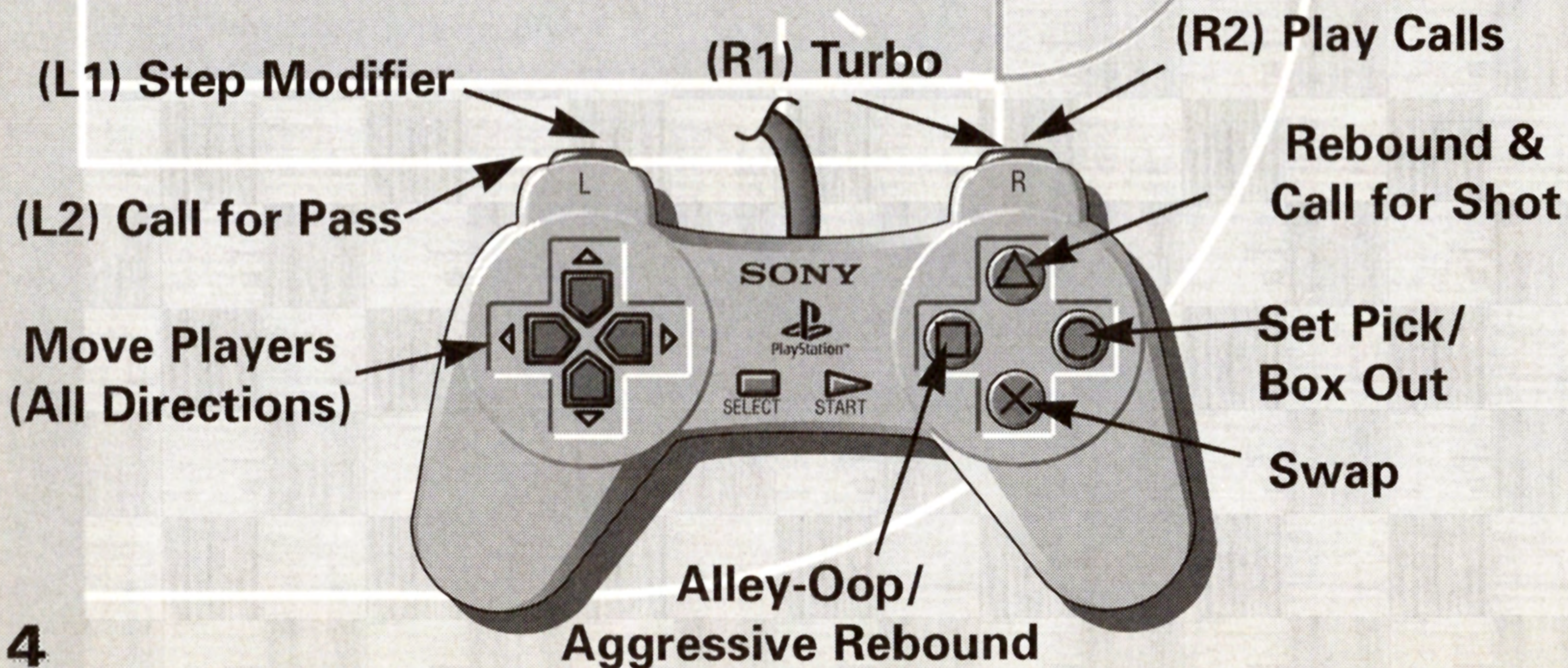


DEFAULT CONTROLS

DEFAULT CONTROLS - OFFENSE (WITH BALL)

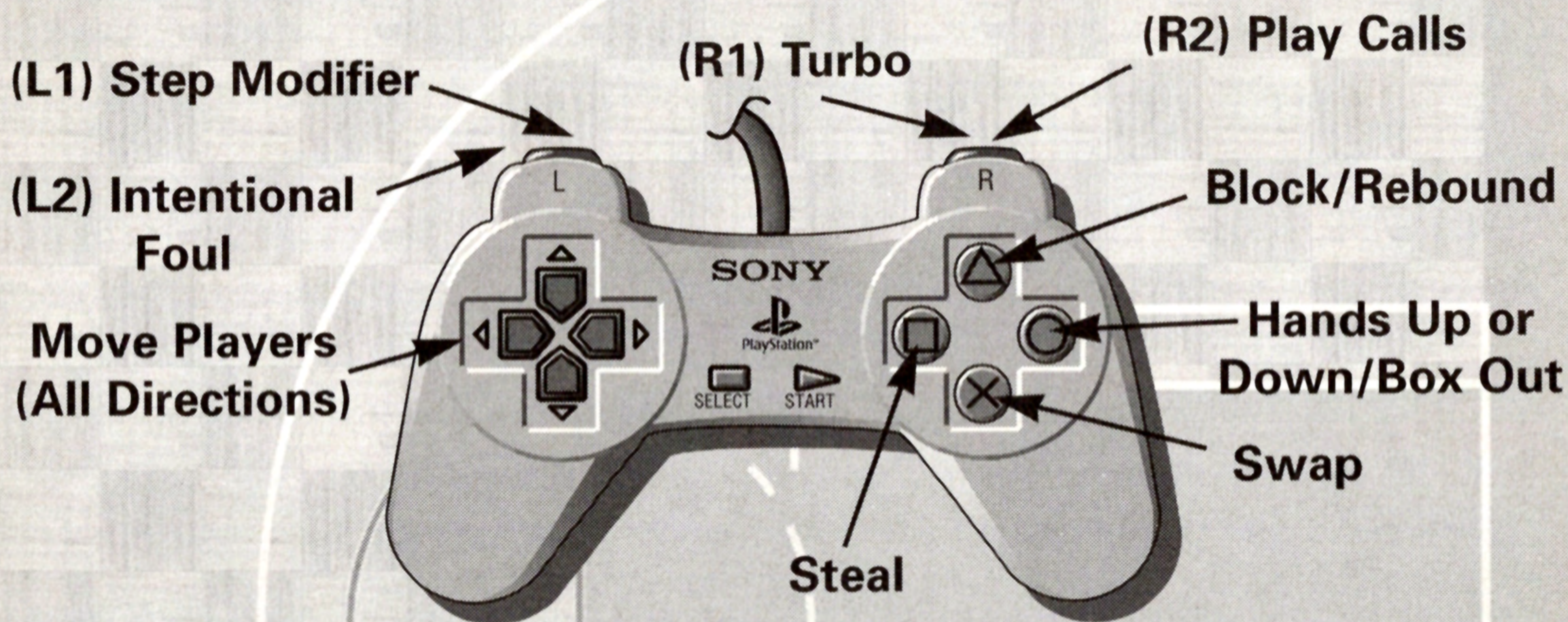


DEFAULT CONTROLS - OFFENSE (WITHOUT BALL)



DEFAULT CONTROLS

DEFAULT CONTROLS - DEFENSE



MENU SELECTION

Press the **Directional Button UP, DOWN, LEFT** or **RIGHT** to highlight options.

Press the **X Button** to select options.

Press the **▲ Button** to go to the previous menu.

Press the **Select Button** to display the Help Menu.

Press the **START Button** to pause the game and display the Pause Menu.

NOTE: The Help Menu is available to help navigate all menu screens.

To quit a game in progress, press the **START Button** to view the Pause Menu. Select **Abort Game**, then confirm **Yes** or **No**.

SOFT RESET

Press and hold the **SELECT Button** and the **START Button** for two seconds.

GAMEPLAY TIPS

JUMP BALL - The game begins with the "tip-off" (a.k.a. Jump Ball) to gain possession of the ball. To jump, press the **▲ Button** while the ball is in the air. A Jump Ball only occurs at the beginning of the game or the beginning of Overtime.

REBOUNDING - Rebounding (a.k.a. crashing the boards) is important both on offense and defense. To rebound, press the **X Button** to choose the player closest to the ball, then press the **▲ Button** to jump. On defense, press the **▲ Button** for a standard rebound with a lesser chance of committing a foul. On Offense, press the **□ Button** to attempt an aggressive rebound. If successful, you'll execute a "put back dunk" or "tip in". Remember, aggressive rebounds are more likely to cause fouls.

FREE-THROWS - When it's time to attempt a Free-Throw, the Free-Throw Window will appear to help you aim your shot. The vertical basketball icon represents the ball's trajectory. The horizontal icon represents your aim. To successfully shoot a Free-Throw, line-up the vertical and horizontal icons in the center of the window by pressing the **▲ Button**.

OFFENSE - There are a few offensive moves that will help to get you in position for a wide open shot. Tap the **▲ Button** for a shot fake, or press the **□ Button** to initiate a special dribble that can help you break free from a defender.

DEFENSE - To take your defensive game to the next level, you need to become proficient at the Defensive Slide. To execute this move, press the **L1 Button** and the **R1 Button** simultaneously.

SIGNATURE MOVES - There is one player on each team that has their own signature move.

MAIN MENU

EXHIBITION

Play a single, non-season game between any two NBA teams, including the All-Star Teams.

NEW SEASON

Play a new season using the team of your choice. Press the **Directional Pad LEFT** or **RIGHT** to choose a 28, 54 or the official 82 game NBA season. If you select **New Season** without selecting the amount of games, your season will consist of 82 games.

NEW PLAYOFFS

Choose a team and go directly to the playoffs to begin your run for the NBA Championship.

PRACTICE

Practice your shooting, passing and slammin' skills as long as you like.

GAME OPTIONS

Adjust the game configurations the way you want (see **Game Options**, pg. 14).

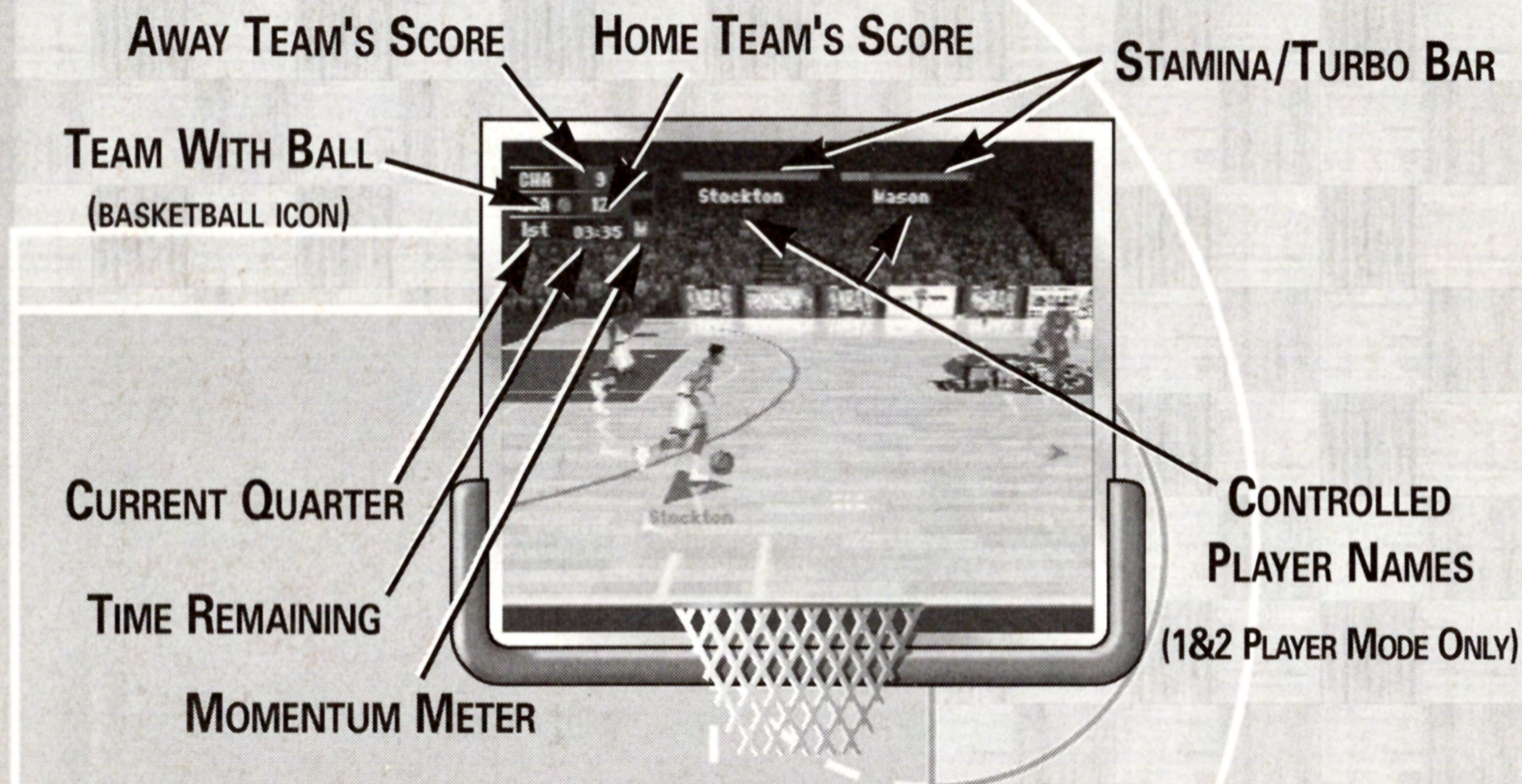
PLAYER MENU

Customize your lineup, make trades or even create players to form your own "Dream Team". See **Player Menu**, pg. 16, for details.



ON THE HARDWOOD

The following items appear on-screen during your game:



STAMINA/TURBO BAR (1 & 2 PLAYER MODE ONLY)

When full, these bars are green. When you use Turbo, they reduce to yellow, then slowly become green again. The longer you use a player, the more his stamina will reduce. If Substitutions are set to **Auto** or **Notify**, players will be substituted automatically when the computer feels that it is necessary. If you've set substitutions on **Manual**, you will have to substitute players yourself.

PLAYBOOK

Press the **R2 Button** during play to call your offensive or defensive plays through the Playcall Menu. See **Calling Plays**, pg. 23.

TEAM SELECTION

Before beginning play in **Exhibition** mode, you must first choose your team(s). Press the **Directional Button LEFT** or **RIGHT** to cycle through the set of teams. When you have chosen your team, press the **Directional Button DOWN**, highlight the team set below and repeat the process. Once you have selected your team(s), press the **X Button** to enter your selections.

Next you must assign controllers to the teams. In a One Player game, position the "1" icon beside your team of choice and press the **X Button**. If there are more controllers than players, leave icons in the middle (CPU). In a multi-player game, players must position the controller icon beside their team of choice (see below).



MULTI-PLAYER TEAM SELECTION

When playing with one or two Multi taps, your PlayStation will automatically detect the number of connected controllers. Numbered icons will appear representing each controller. Each player must position the icon beside their team of choice. Once everyone has chosen their team, one player must press the **X Button** to begin the game.

NOTE: When using the Multi tap, at least one controller must be connected to Port A or additional controllers will not be detected (see **Multi Tap Usage**, pg. 2 for more information).

NEW SEASON

To begin a new season, you must first select the number of games your season will consist of in the Main Menu (see page 7). After that, choose your team. Your team's 1997 season record, overall rating and starting lineup will be displayed.

To select your team, press the **Directional Button LEFT** or **RIGHT**, then press the **X Button** to select the team displayed. The Season Menu will appear.



PLAY GAME

Select this to play the highlighted game below.

SIMULATE GAME

If you select this option, the computer will simulate the game for you in an instant. The winner and loser will be determined by the computer.

NBA STANDINGS

Review the current standings in your season. Press the **Directional Button RIGHT** to view NBA Leaders. Press the **Directional Button DOWN**, then press **LEFT** or **RIGHT** to view the conference and division standings.

TEAM ROSTER

Displays team rosters along with each player's attributes and 1996-97 statistics. To cycle through team rosters, press the **Directional Button LEFT** or **RIGHT**, then press **UP** or **DOWN** to highlight a player. Press the **□ Button** to view player stats.

PLAYER SEASON STATS

Displays the current player stats for players on all teams. Press the **Directional Button LEFT** or **RIGHT** to cycle through the players. Press **UP** or **DOWN** to highlight a player.

TEAM SEASON STATS

Displays the team stats during the course of a season. Press the **Directional Button LEFT** or **RIGHT** to cycle through the various teams.

PLAYER MENU

Make trades or create your own players (see **Player Menu**, pg. 16).

USER RECORDS

Review your own personal stat record. Press the **Directional Button LEFT** or **RIGHT** to cycle through the statistic categories.

END SEASON TODAY

Simulate all remaining season games.

EXIT SEASON

Exit the Season Menu and return to the Main Menu.



Press SELECT for Help

TEAM SEASON STATS

Atlanta HAWKS

Points	42	Free Throws	8
Field Goals	17	FT Attempts	14
FG Attempts	45	FT%	57
FG%	37	Fouls	3
3 Points	0	Rebounds	10
3PT Attempts	4	Steals	4
3PT%	0	Blocks	3

NEW PLAYOFFS

Begin by choosing the team you wish to lead through the playoffs. To enter your team selection press the **Directional Button LEFT** or **RIGHT**, then press the **X Button** to select the team displayed. The Playoff Tree will appear. Press the **X Button** again to view these options:

PLAY GAME

Select this to play the highlighted game below.

SIMULATE GAME

The computer will simulate the game for you in an instant. The winner and loser will be determined by the computer, so don't be upset if your team doesn't win.

PLAYOFF TREE

Preview the current playoff standings and upcoming matchups.

TEAM ROSTER

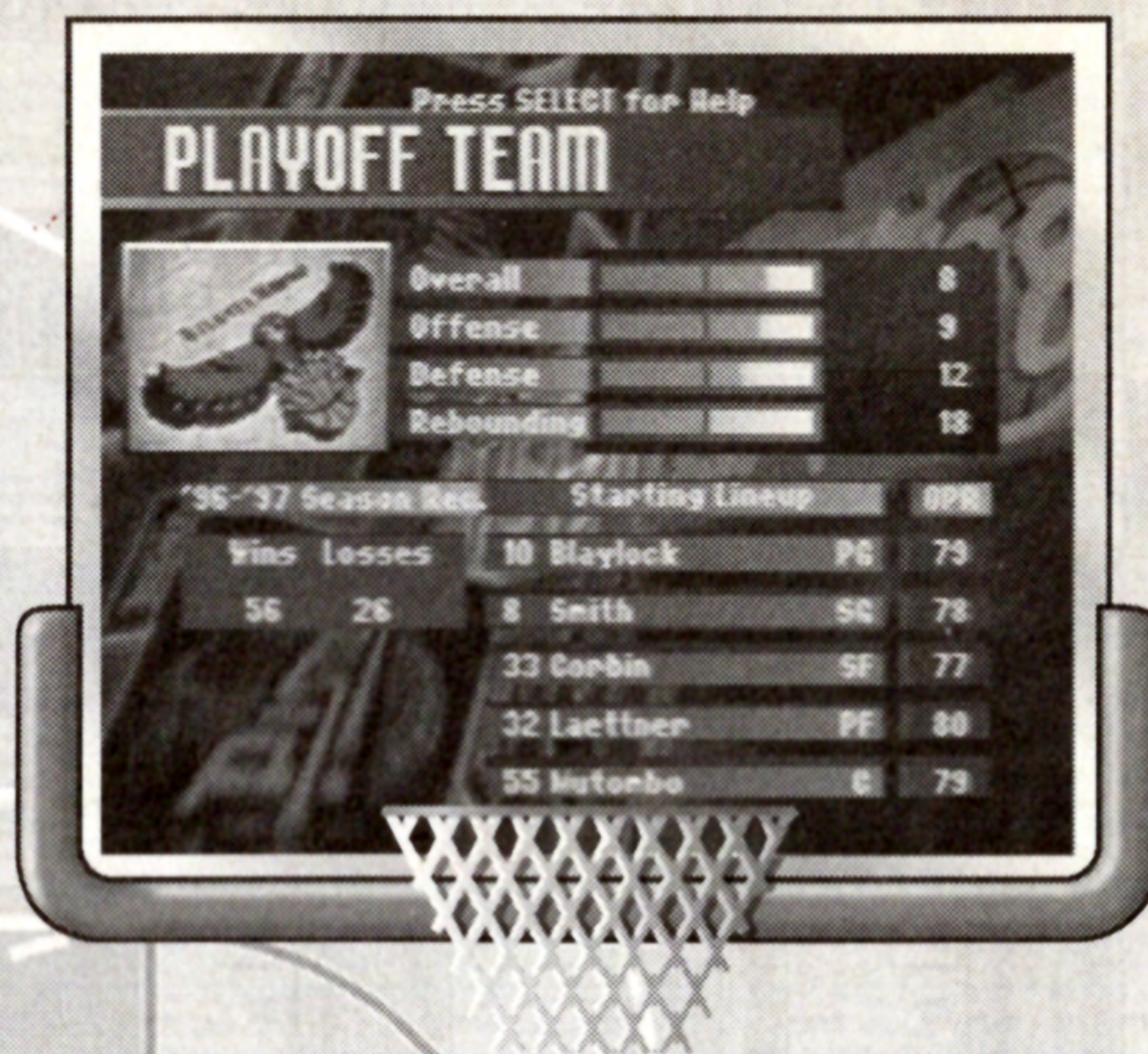
Displays your entire team roster (see **Team Roster**. pg. 11).

PLAYER SEASON STATS

View the statistics for each player on your team (see **Player Season Stats**. pg. 11).

TEAM SEASON STATS

View your team's season stats (see **Team Season Stats**. pg. 11).



PLAYER MENU

Make player and team modifications and view rosters (see **Player Menu**, pg. 16).

USER RECORDS

Review your own personal stat record. Press the **Directional Button LEFT** or **RIGHT** to cycle through the statistic categories.

END PLAYOFFS TODAY

Simulate all remaining playoff games. The winners and losers will be determined by the computer.

EXIT PLAYOFFS

Exit the Playoff Screen and return to the Main Menu.

PRACTICE

Practice your field goals, three pointers and jams with the court all to yourself or with friends. To access the Practice Menu, press the **START Button** during practice play.

PRACTICE

Return to your practice session.

INSTANT REPLAY

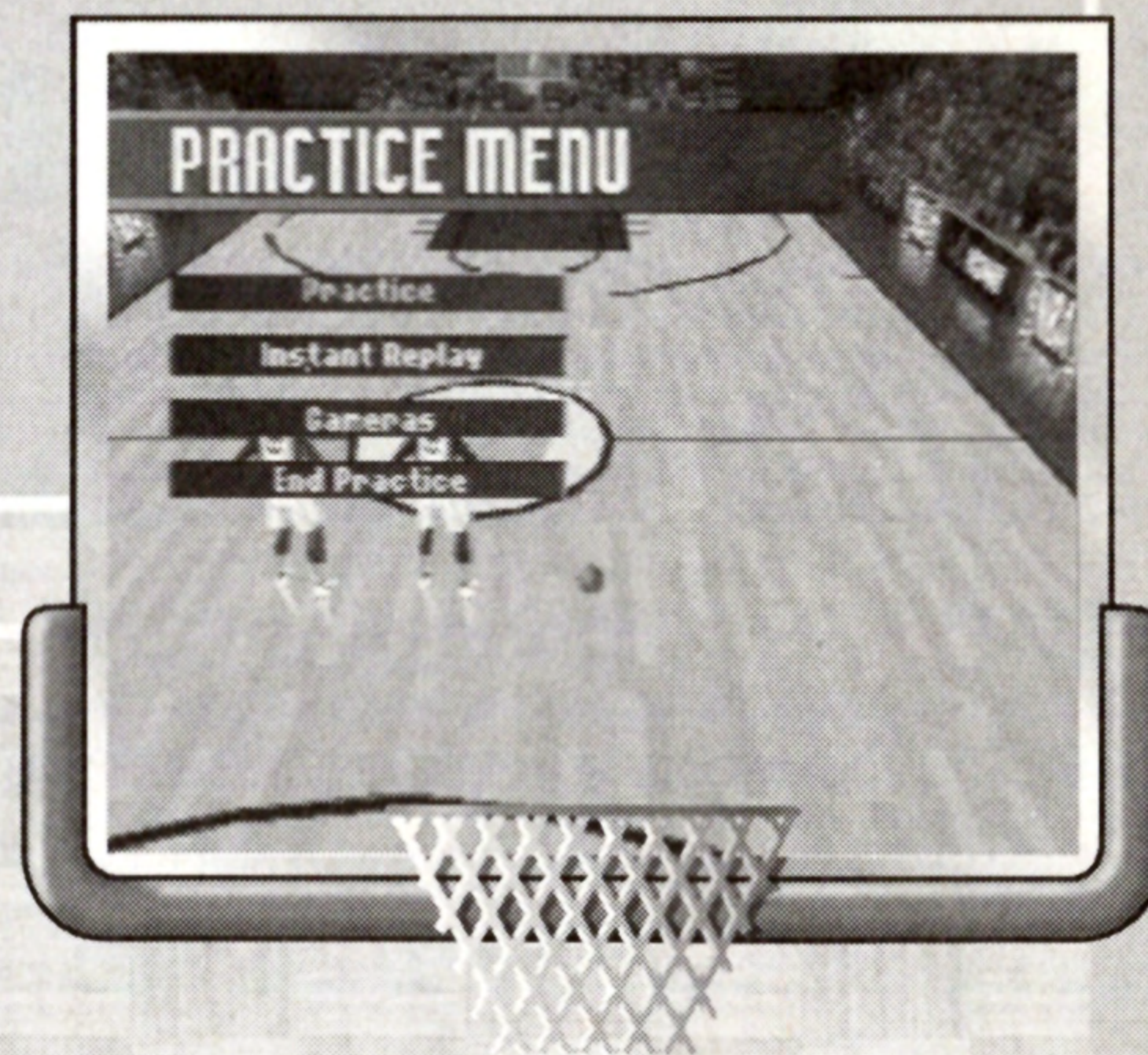
View an instant replay of those quick moves (see **Instant Replay**, pg. 18).

CAMERAS

Adjust the camera angles. You have 11 different perspectives to choose from.

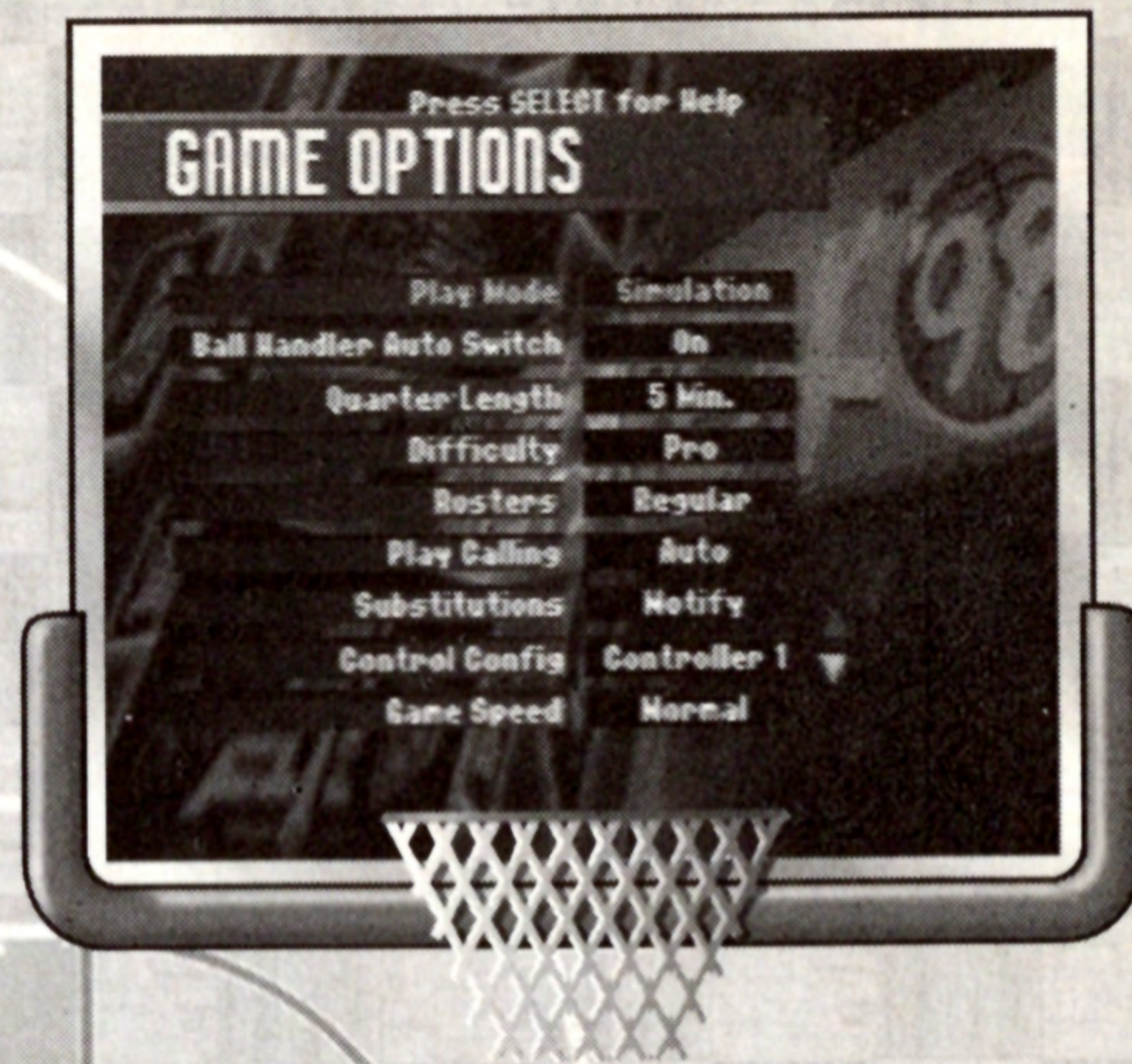
END PRACTICE

Exit and return to the Main Menu.



GAME OPTIONS

Configure the following game options to your specifications. Press the **Directional Button UP** or **DOWN** to highlight an option, then press the **Directional Button LEFT** or **RIGHT** to toggle through the various selections under each option. Once you have made all your changes, press the **▲ Button** to return to the Main Menu.



PLAY MODE - Play in Simulation, Arcade, or Custom mode. In Simulation, all NBA rules apply. In Arcade, there are NO violations, NO out-of-bounds and NO rules whatsoever. In Custom, you can set your own rules.

BALL HANDLER AUTO SWITCH - Turn this option **ON** to have the computer automatically switch your control to the player with the ball. If the option is set to **OFF**, the computer will control the other 4 players on your team. You can still manually switch to any of the 4 players by pressing the **X Button**. Default is **ON**.

QUARTER LENGTH - Choose between **3, 5, 8,** or **12** minute quarters.

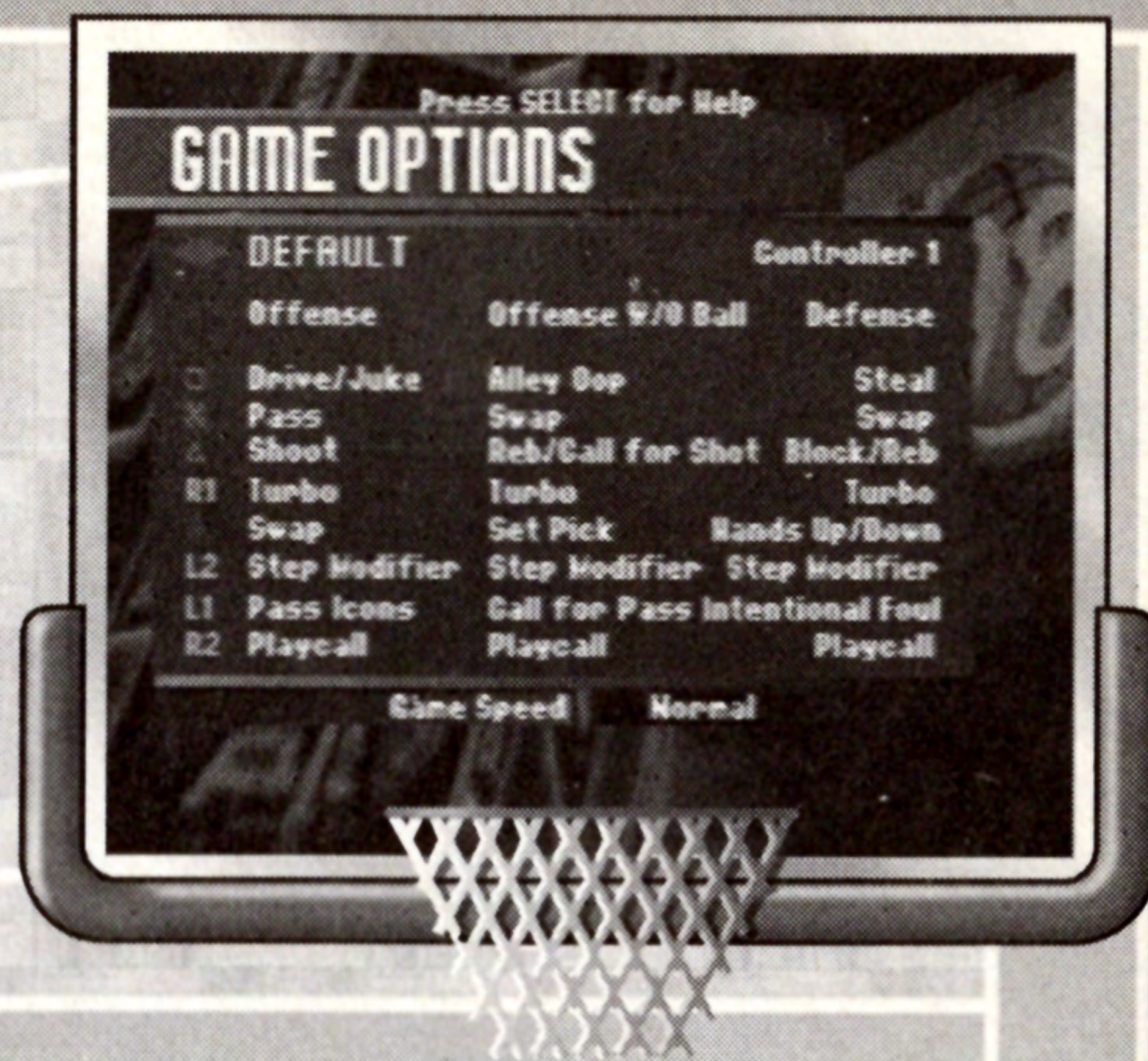
DIFFICULTY - Select **Rookie** (easiest), **Pro** or **All-Star** (most difficult).

ROSTERS - The **Regular** setting uses the starting lineups from the NBA. The **Modified** setting reflects trades or modifications made within the Player Menu. In order to access the Player Menu, the roster must be set to **Modified** (see **Player Menu**, pg. 16).

PLAY CALLING - Call plays yourself with the **Manual** setting, or leave it up to the computer (**Auto**).

SUBSTITUTIONS - Choose **Manual** if you'd like to make substitutions for yourself during the game. Choose **Auto** if you'd like the computer to make substitutions for you without prompting you. Choose **Notify** if you'd like to know who the computer is subbing into the game.

CONTROL CONFIG - Play using the default setting, or choose one of three configurations available in the game. Press the **X Button** to view the Configuration Menu. Press the **Directional Button LEFT** or **RIGHT** to select a control configuration. Up to 8 players may select the configuration of their choice. Press the **X Button** to return to the Game Options Menu, then repeat the process to configure the control for other players.



GAME SPEED - Play in **Slow**, **Normal** or **Fast** mode.

The faster the Game Speed, the more you'll need complete control of your players and play calling. To get used to the game, you may want to select a slower speed until you get proficient enough to move up in Game Speed.

NAME ENTRY - You can turn this option **ON**, and the computer will keep a record of your wins, losses and other stats.

INJURIES - Turn this setting **ON**, and you'll run the risk of losing a star player. Set it to **OFF** for no injuries.

PLAYER STAMINA - If you decide to leave player stamina **ON**, your players get tired and may need to be subbed out.

MOMENTUM METER - The Momentum Meter will let you know which team is on a scoring run.

PASSING TAG GRAPHICS - For an added challenge, turn your Passing Tag graphics **OFF**, then try to remember what button passes to which position.

RULES - Enter this sub-menu if you want to customize the play mode.

GAME PRESENTATION - Choose this sub-menu and change the way the game looks and sounds.

PLAYER MENU

TRADE PLAYERS

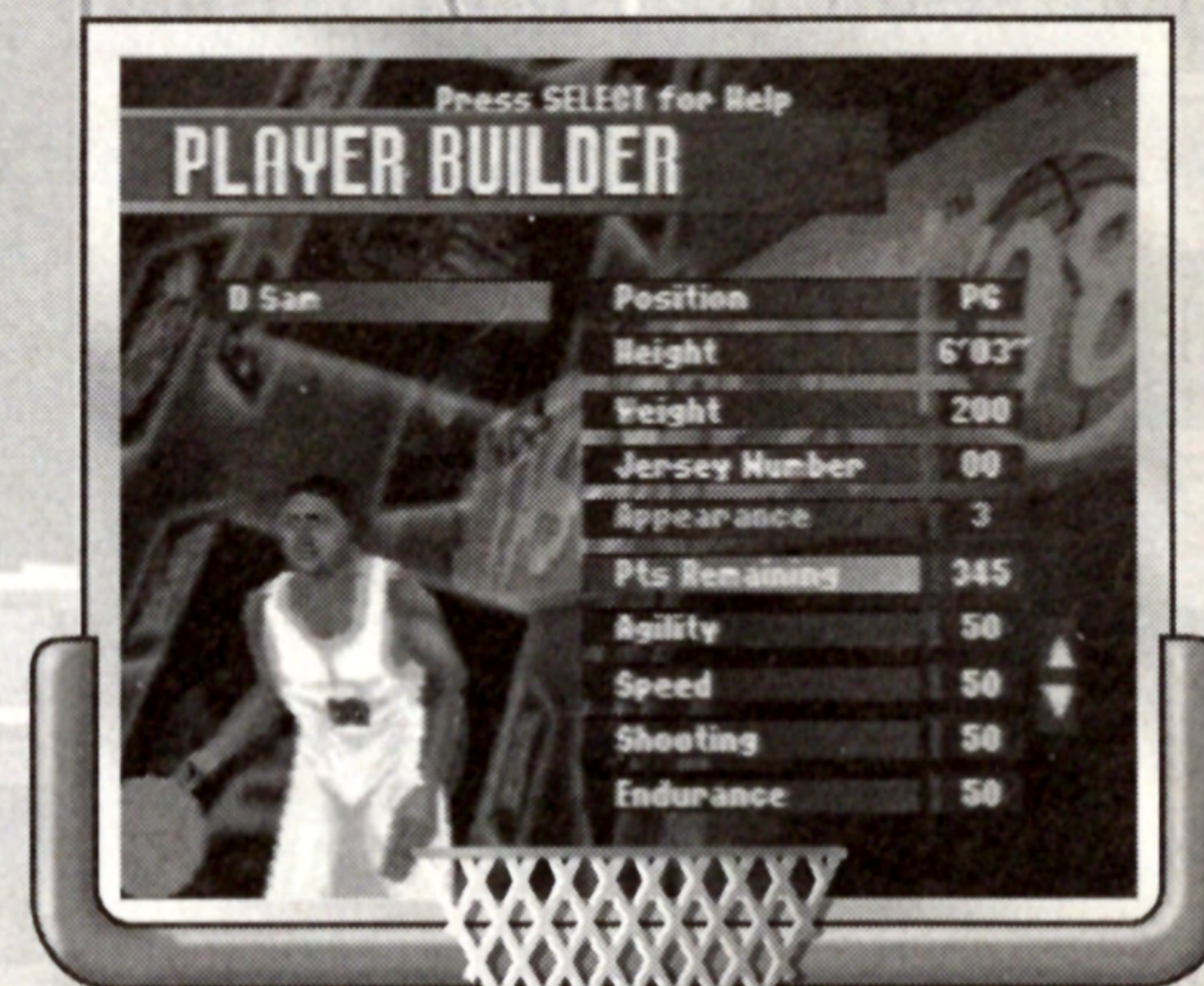
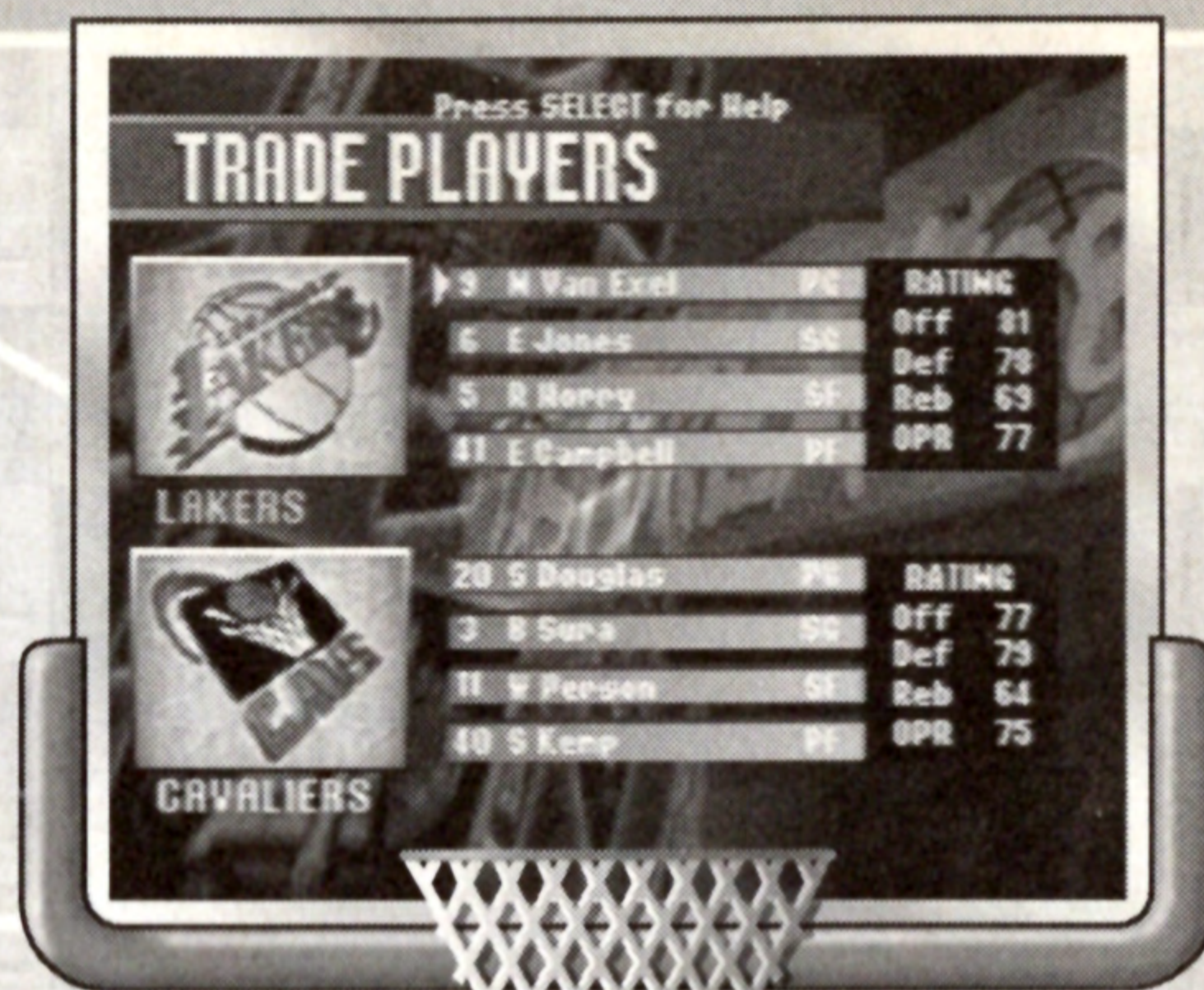
To make a player trade, press the **Directional Button LEFT** or **RIGHT** to select a team. Scroll through the players by pressing the **Directional Button UP** or **DOWN**. Press the **X Button** to select a player, then press the **□ Button** to switch to the lower team selection. Repeat the process to select the other player in the deal. To initiate the trade, press the **O Button**. An "Accept Trade" prompt will be displayed.

PLAYER BUILDER

Build the player of your choice using 16 different attributes. The Player Builder Name Entry Screen will appear before the Player Builder Screen is displayed. To enter a name, press the **Directional Button UP** or **DOWN** to select a letter, then press **RIGHT** or **LEFT** to move to the next character.

Repeat the process to enter the name you want. Press the **X Button** to move between entry fields or to finish.

To create your player, press the **Directional Button UP** or **DOWN** to highlight a characteristic, then press the **Directional Button LEFT** or **RIGHT** to modify your player's characteristics. You have 450 Builder points to work with. Once you have created your player, he will appear on the Free Agency roster. You can then trade for him in the Trade Players Menu (See **Trade Players**, above).



RESET ROSTER

Reset the roster to erase all the trades you have made.

PLAYER PROFILES

Check out the pro card for each NBA player in the game. View his picture and personal player information. Press the **Directional Button LEFT** or **RIGHT** to cycle through the highlighted team names. Press the **Directional Button DOWN** to highlight a player's name, then press the **Directional Button LEFT** or **RIGHT** to cycle through the roster for that team.

PLAYER LINEUP

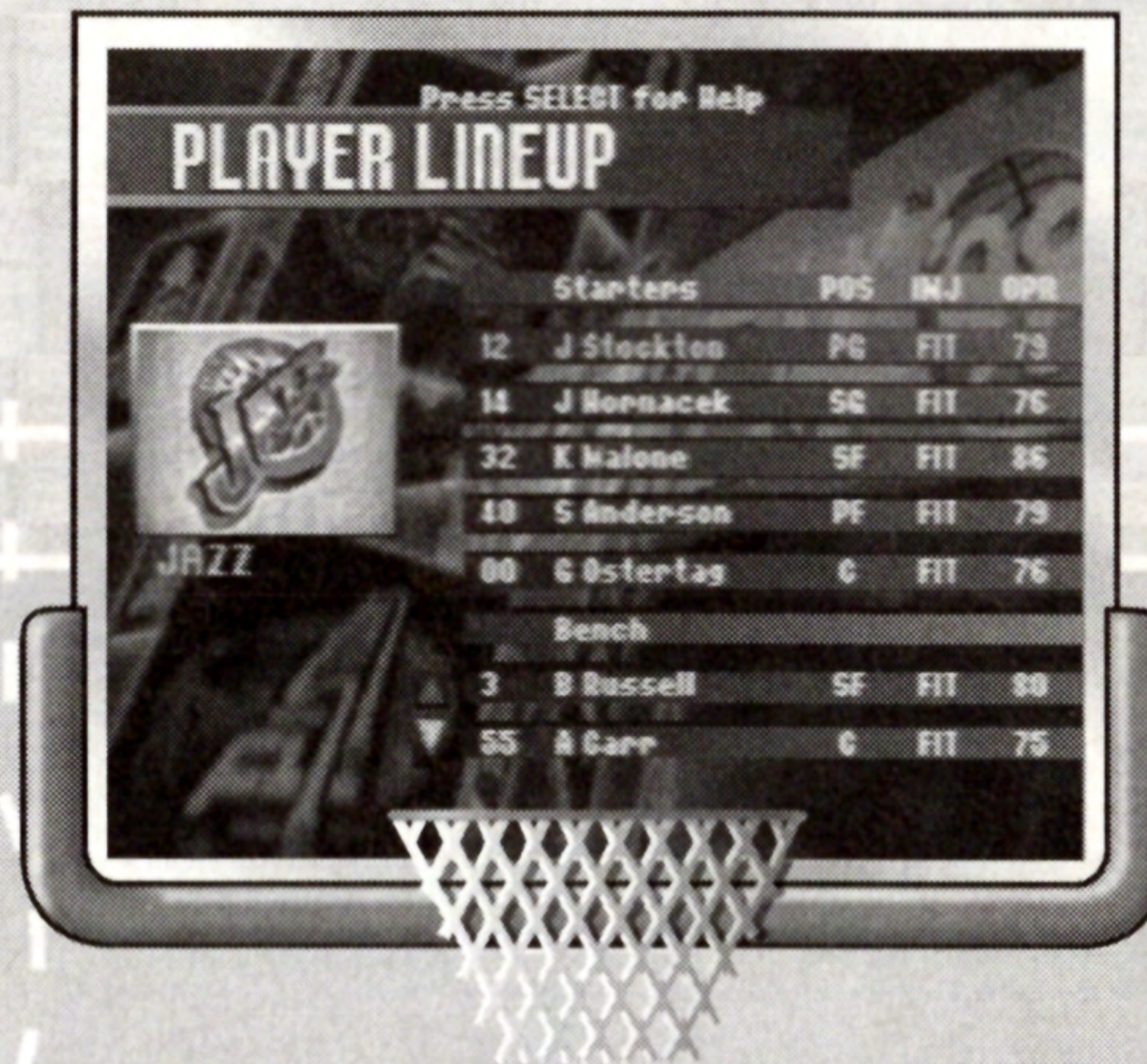
Check out and modify the lineups for all of the NBA teams. Press the **Directional Button LEFT** or **RIGHT** to cycle the teams. Press the **Directional Button UP** or **DOWN** to highlight a player's name. Press the **X Button** to select a player, then press the **Directional Button UP** or **DOWN** to highlight a bench player's name. Press the **X Button** again to make the lineup change.

TEAM ROSTER

Displays your entire team roster (see **Team Roster**, pg. 11).

USER RECORDS

Review your own personal stat record. Press the **Directional Button LEFT** or **RIGHT** to cycle through the statistic categories.



PAUSE MENU

To make selections in the Pause Menu, press the **Directional Button UP** or **DOWN**, then press the **X Button**.

RESUME GAME

Resume Play.

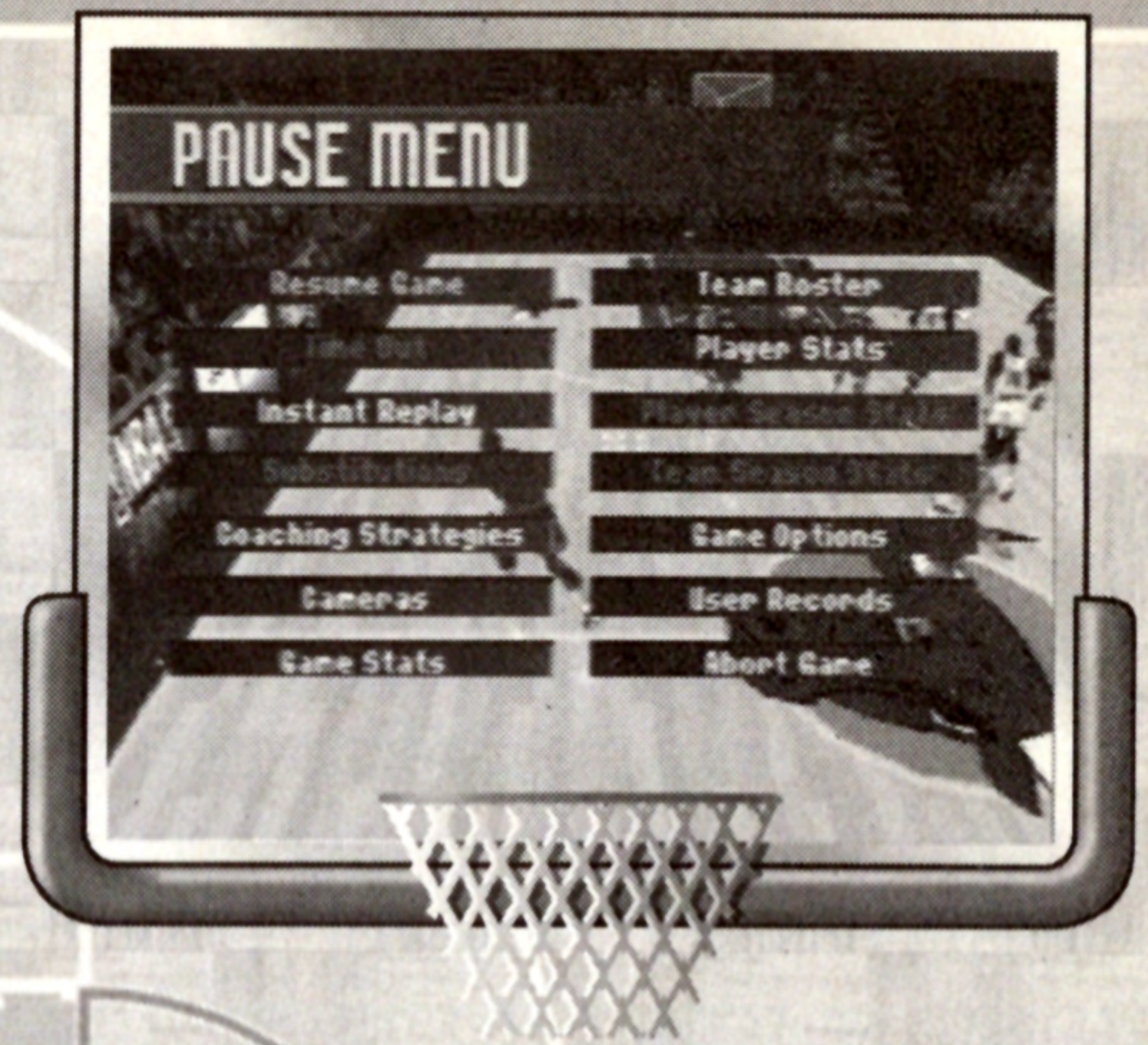
TIME OUT

Choose to use one of your time outs. They are only available on Offense, after a made basket or during a dead ball situation.

INSTANT REPLAY

Review a great play, from any angle. Here are the controls:

- L1 Button** - Incremental Rewind
- Button** - Rewind
- ▲ Button** - Pause
- X Button** - Play
- O Button** - Fast Forward
- R1 Button** - Incremental Forward
- L2 Button** - Switch Camera Angle
- R2 Button** - Switch to opposite side



Press the Directional Button in all directions to highlight a player or the ball, then use the corresponding buttons on the Replay Bar to select camera angles, slow-motion and high speed rewind.

SUBSTITUTIONS

See **Substitutions**, pg. 20, for details.

COACHING STRATEGIES

Dip into the coaches manual for special situations. Here you can choose your style of play or select a new play set from your offensive and defensive Playbook. (See **Coaching Strategies** on pg. 20).

CAMERAS

Set the game cameras to your liking. Press **Directional Button UP** or **DOWN** to highlight a camera angle. Changes will take place on the fly. Experiment a little, until you find the angle that works best for you.

GAME STATS

Review each team's current game stats.

TEAM ROSTER

Check out each team's player attributes and abilities (see **Team Roster**, pg. 11).

PLAYER STATS

Review the current game stats on each player.

PLAYER SEASON STATS

Get a run-down of each players' season stats. (This is not available in an Exhibition Game.)

TEAM SEASON STATS

View your team's current season stats. (This is not available in an Exhibition Game.)

GAME OPTIONS

Access the Game Options menu.

USER RECORDS

Check out your personal records.

ABORT GAME

Quit Current Game.

SUBSTITUTIONS

During a game, press the **START Button** to display the Pause Menu. Select Substitutions to give your first stringers a rest using players from the bench. **NOTE:** Substitution must be set to Manual, or this option will be unavailable (see **Game Options**, pg. 14).

To make a substitution, press the **Directional Button UP** or **DOWN** to highlight a player's name. Press the **X Button** to select a player, then press the **Directional Button UP** or **DOWN** to highlight a bench player's name. Press the **X Button** again to make the lineup change. Press the **▲ Button** to return to the Pause Menu.

COACHING STRATEGIES

The following features appear on the Coaching Strategies menu:

PLAY CALLING

Select **Auto** to have the computer call plays for you, or select **Manual** to do it yourself.

PLAYER MATCHUPS

Check out who's got the advantage, then make changes to your lineup if necessary.

OFFENSIVE PLAYBOOK

Select plays from your offensive arsenal (see **Offensive Playbook**, next page).

DEFENSIVE PLAYBOOK

Set your defensive strategies. Set everything from full court pressure to a defensive double team (see **Defensive Playbook**, pg. 22).

OFFENSIVE PLAYBOOK

The Offensive Playbook allows you to set your offensive styles and select your plays. To adjust the offensive strategies, press the **Directional Button UP** or **DOWN** to select a strategy, then press the **Directional Button LEFT** or **RIGHT** to adjust that strategy to your desired setting.

CRASH BOARDS

Use this meter to set your rebounding aggressiveness.

PACE

Use this meter to set the overall tempo of your team.

SELECTING OFFENSIVE PLAYS

Each team has 16 plays to choose from, and you can take three different plays on the court, along with a default Alley-Oop. In addition, you can call for a pick at any time. The following is a description of how to place new plays in your playbook.

Each play can be set to one of three controls on your controller. You will use these buttons to assign plays accordingly. To program a play, first select the button you wish by highlighting the "Button" bar. Use the Directional Button to cycle through the three choices.

Once you have chosen a button, it's time to assign a play to it. To assign a play to the Button of your choice, highlight a play from the list, then press the **X Button** to assign that letter to a play. Repeat the entire procedure until all three plays have been selected. Press the **▲ Button** twice to return to the Pause Menu Screen.



DEFENSIVE PLAYBOOK

In order to shut down the opposing team's offense, you may have to adjust your defensive playbook. To do so, highlight the option and press the **Directional Button LEFT** or **RIGHT** to adjust that option.

To initiate a Double Team matchup, select the opposing player and press the **X Button**. You can double team only one player at a time.

BUTTON

Choose the Button-Play assignment you wish to modify. Choose from 16 team specific plays actually run by NBA teams.

PRESSURE

Use this meter to choose the desired amount of pressure you want your players to apply.

MAN COVERAGE

Use this meter to determine how closely you want your players to guard your opponent.

AGGRESSIVENESS

Choose a defensive Aggressiveness setting. Be careful, you may get more fouls called on you with a higher Aggressiveness setting.

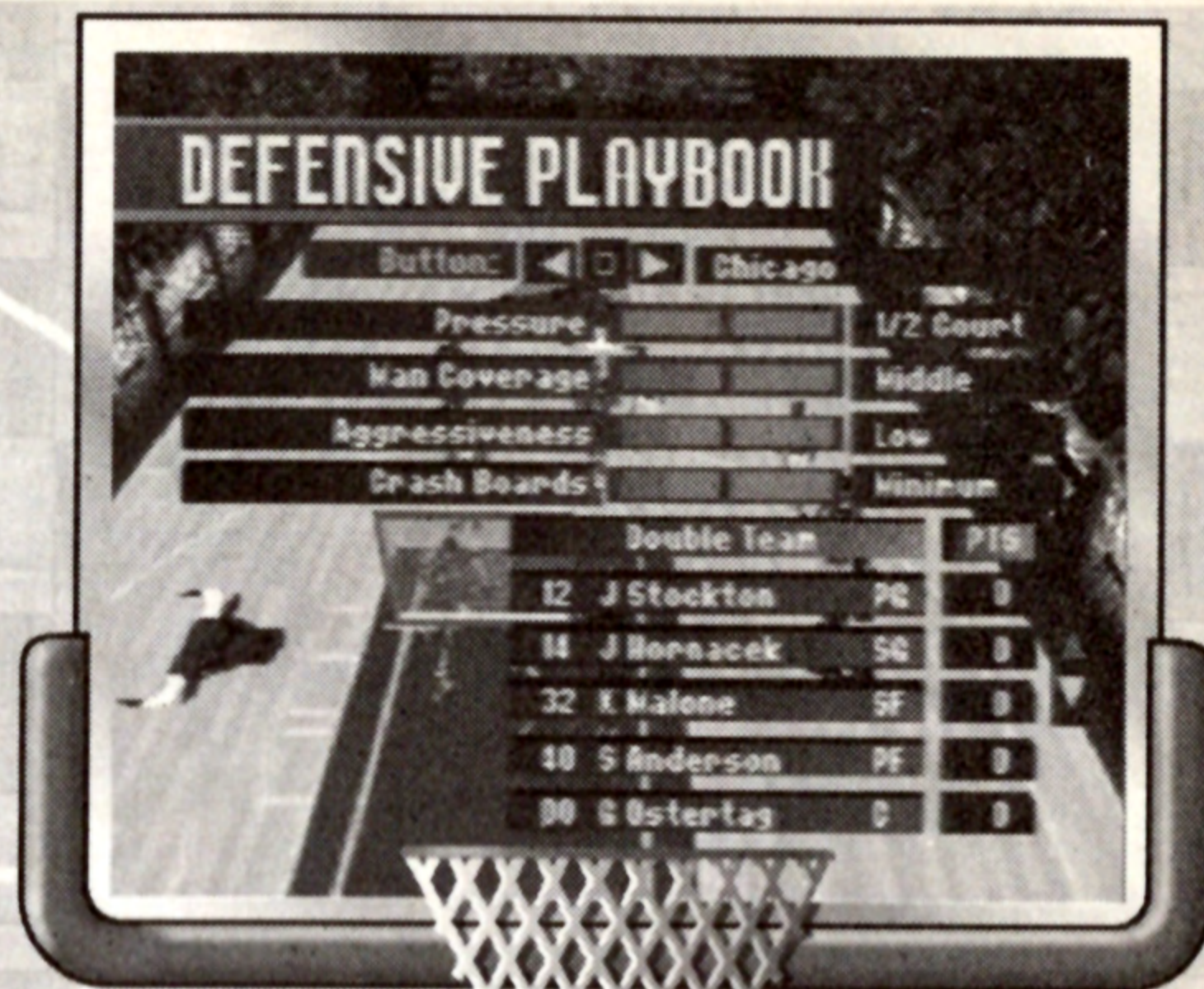
CRASH BOARDS

Set your rebounding aggressiveness.

DOUBLE TEAM

Press the **X Button** to target the opposing player you wish to double team.

NOTE: For additional defensive strategy tips, check out www.midway.com.



CALLING PLAYS

You can access your playlist at any time during gameplay by pressing the **R2 Button**. To activate a play, simply press the button that corresponds with your play choice.

TIP: Be familiar with your playlist, and leave it on-screen for a limited amount of time.

NOTE: For more information on specific plays, refer to your NBA FASTBREAK '98 Playbook that was included in the game's packaging.



Playlist

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