



PlayStation

TM

NTSC U/C

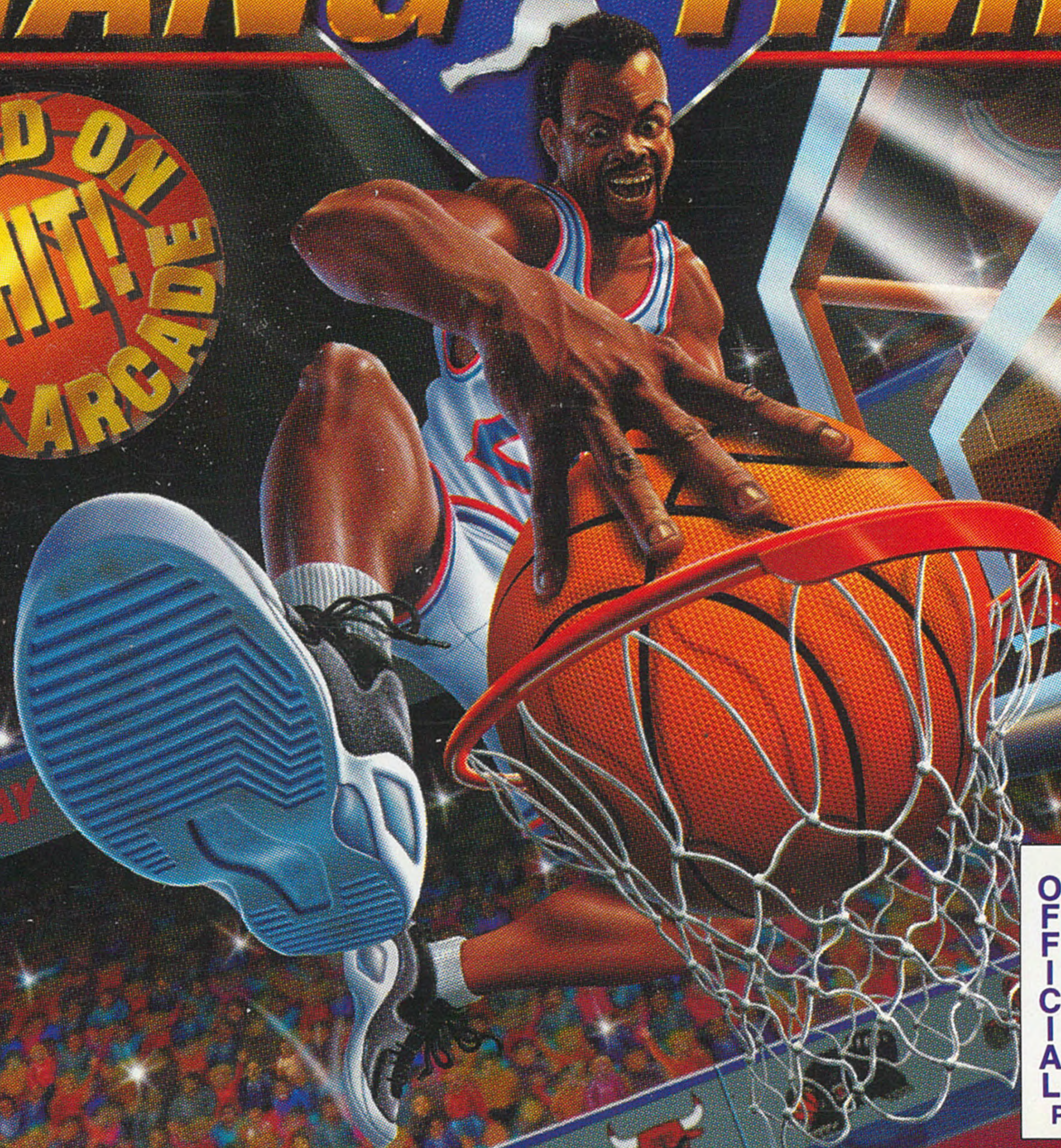
PlayStation™

NBA



# HANG TIME™

BASED ON  
HIT!  
THE ARCADE



KIDS TO ADULTS



CONTENT RATED BY  
ESRB

SLUS-00329





#### 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.

#### USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

#### HANDLING YOUR PLAYSTATION DISC:

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



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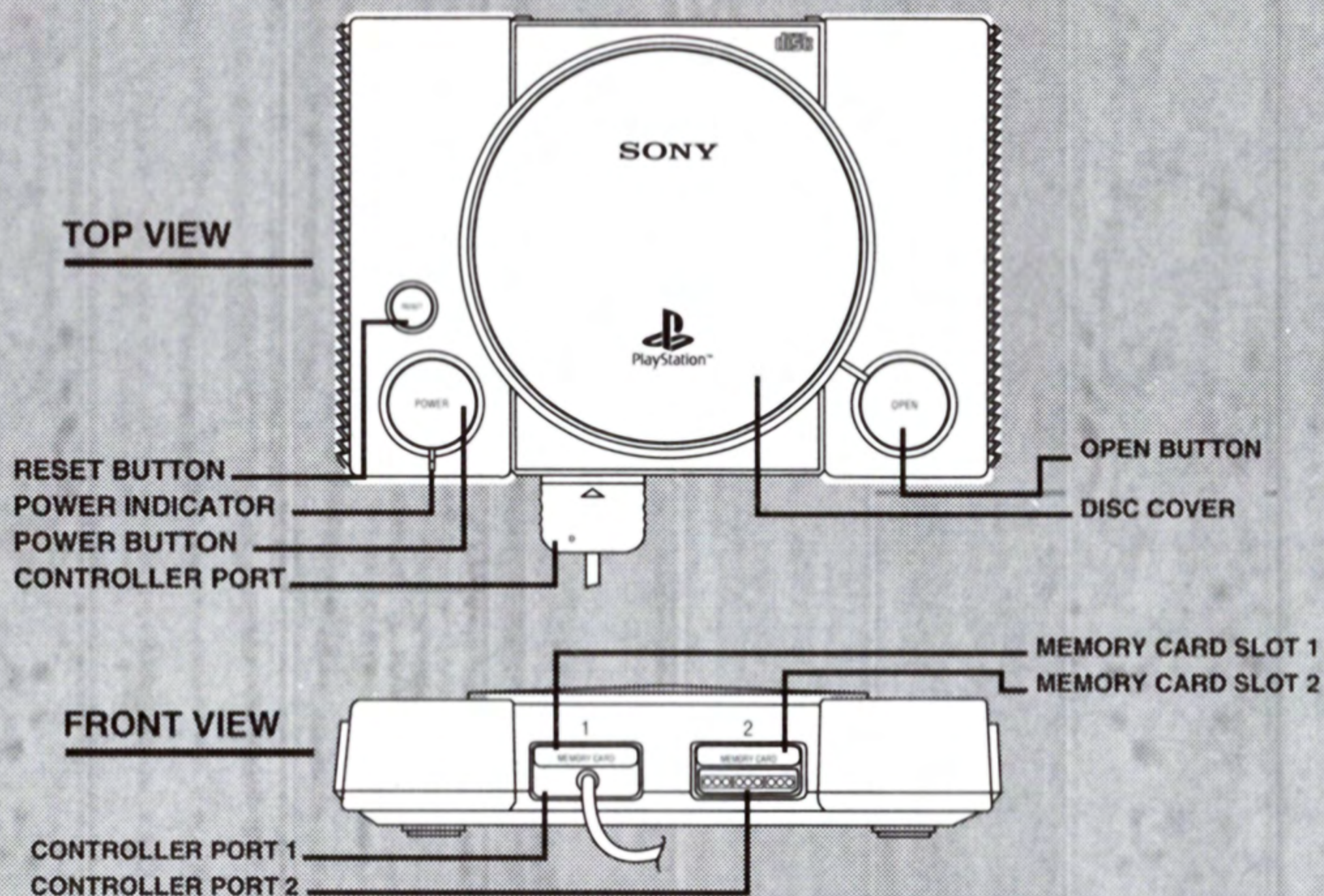
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# GETTING STARTED

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



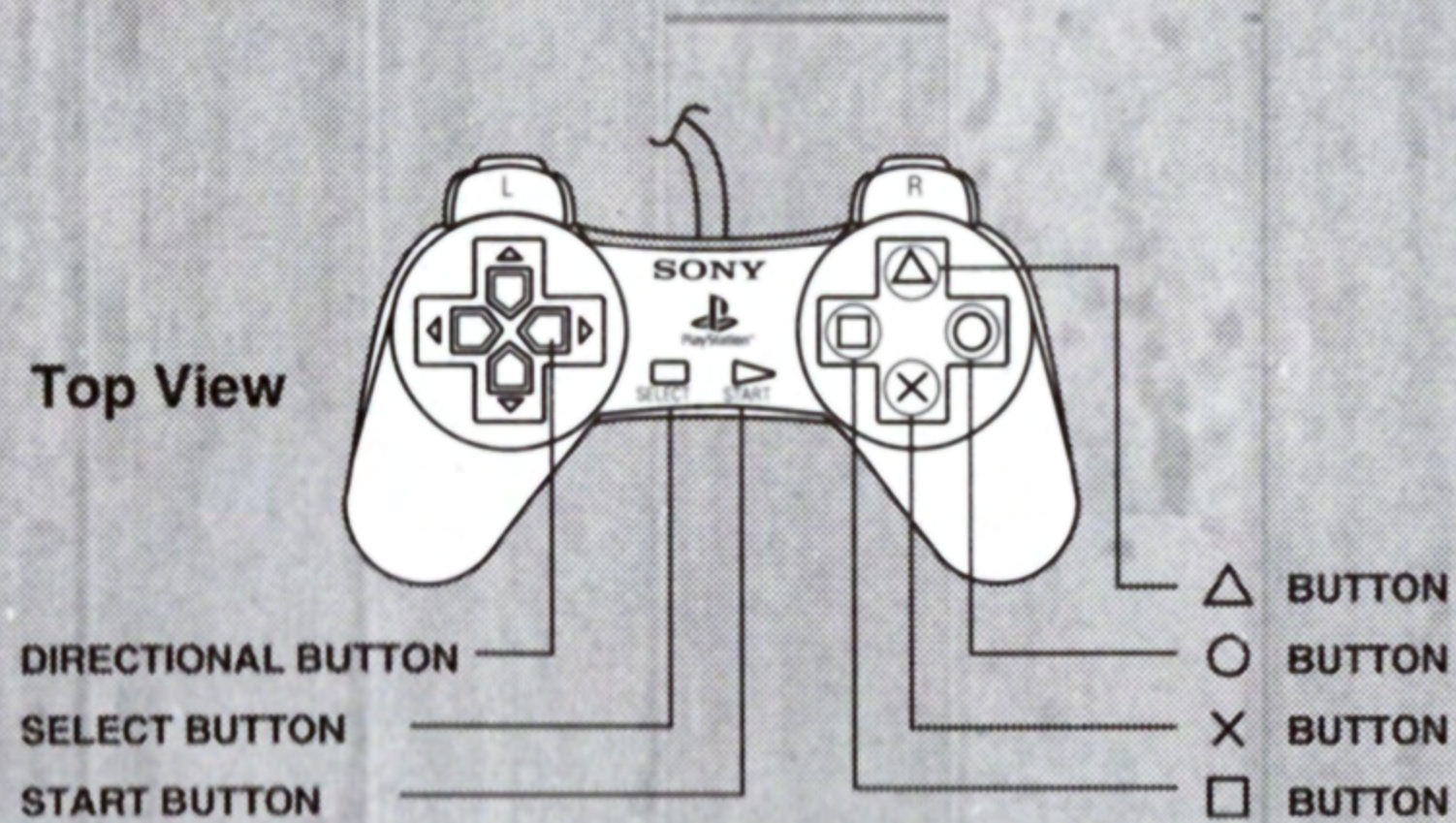
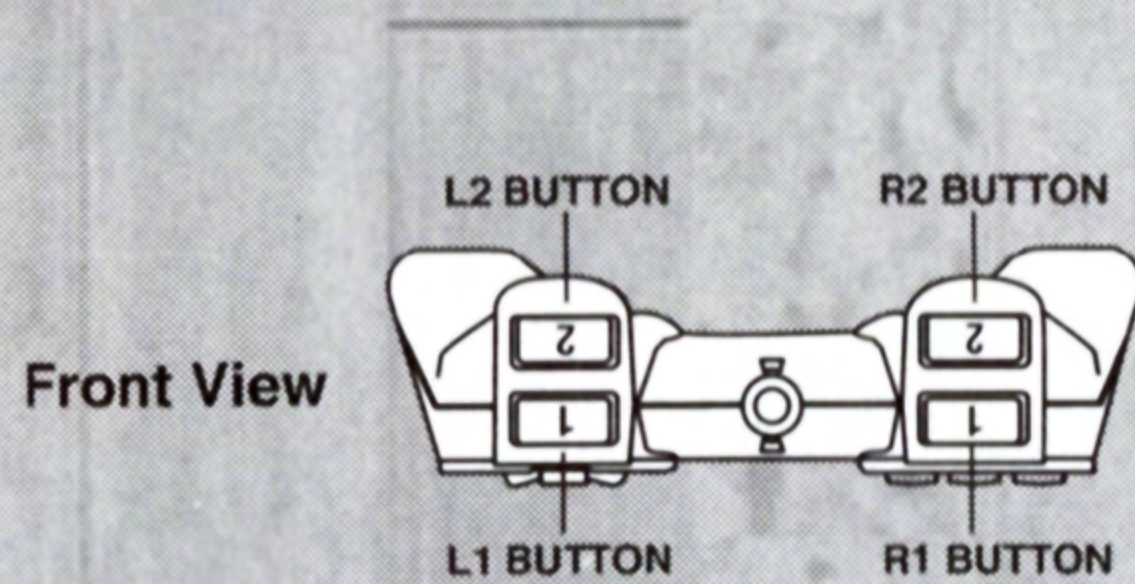
## Start/Options

At the Demo or Title Screen, press the **START Button** to view the Start/Options Screen. Press your **Directional Button Up** or **Down**, then press the **X Button** to select **Start Game** and view the Controller Port Screen.

Press your **Directional Button Left** or **Right** to highlight the controller port you want to use, then press the **X Button**. Up to 4 players may use this screen to select their teammates and preferred controller port. After players make selections, the Main Menu appears. Select **Options** to go to the Options Screen (see **Options**, pg. 5).



# DEFAULT CONTROLS



## Offense:

Shoot      X or △ Button  
Pass      ○ Button  
Turbo      □ Button, L1, L2, R1, or R2

## Defense:

Block/Rebound      X or △ Button  
Steal      ○ Button  
Hard Contact      ○ Button + □ Button

Press **START** to pause the game. To quit a game in progress, press **START**, then press **SELECT**. The Continue/Quit menu will appear. Select "**Quit**", then select "**Yes**" to exit the game, or select "**Continue**" to return to your game.

## Menu Selections

- Directional Button Up, Down, Left or Right to highlight options
- Press the **X Button** to select options

## Multiple Players

*NBA HangTime* supports up to 4 players with a multi-player control adapter plugged into your Sony PlayStation. At anytime before or during a game, players can begin or join a game in progress automatically by picking up a controller and pressing the **START Button**.



# OPTIONS

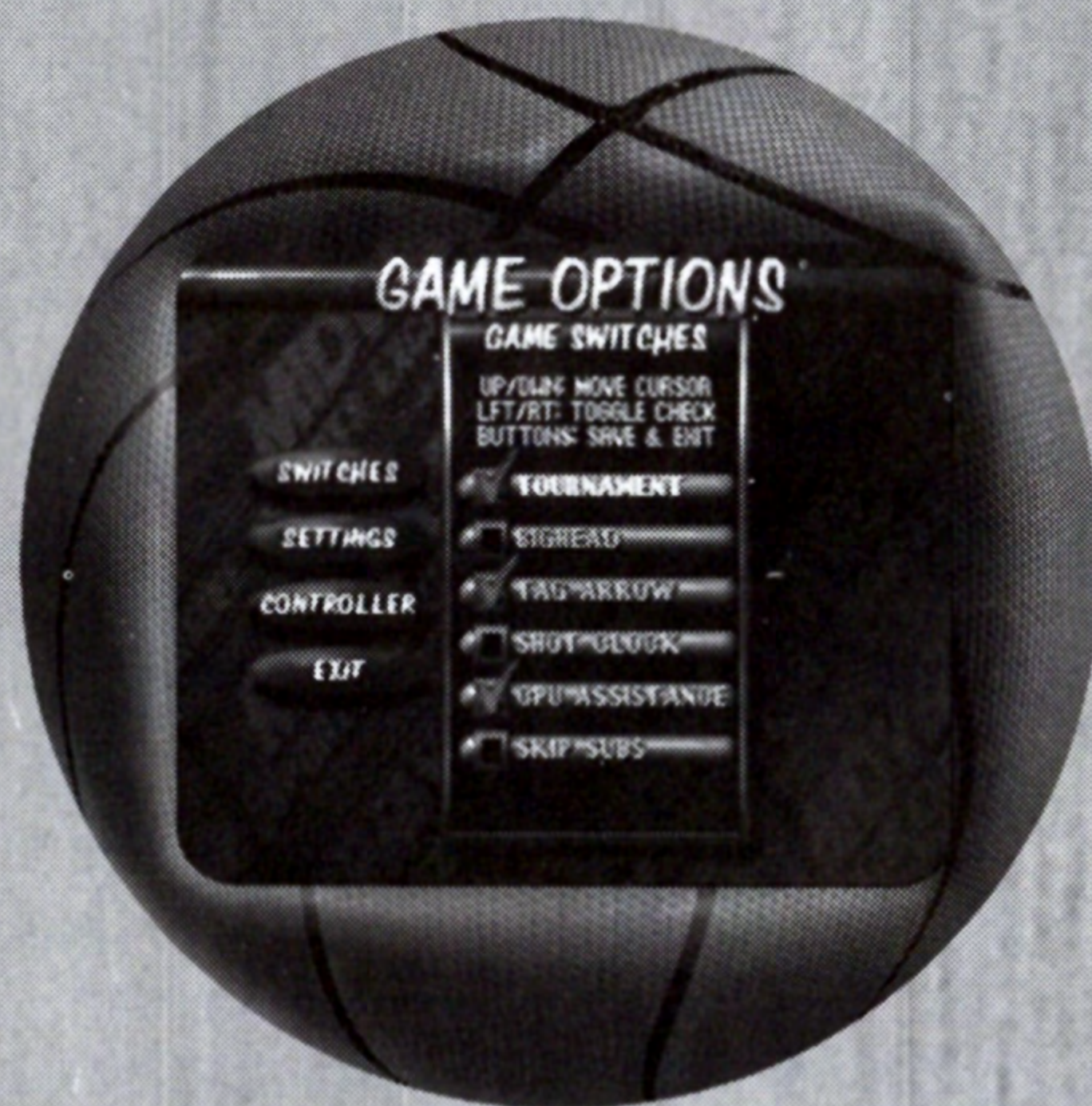
Make modifications to your game's default configuration. To make changes, press your **Directional Button Up** or **Down** to highlight the option you want to change, then press the **X Button** to view the menu of that option. Here are the options:

## Switches

- **Tournament Mode** - Turn this setting **ON** or **OFF** (default).

With Tournament Mode **ON**, the game disables all Power Ups and Computer Assistance (see below). Turn this option **OFF** to enable Computer Assistance and special Power Ups.

- **Big Head** - Choose between a large or normal sized head for your player.
- **Tag Arrow** - Add or remove the tag arrow above your player.
- **Shot Clock** - Disable or enable the 24 second shot clock.
- **Computer Assistance** - When set to **ON**, a CPU controlled team will always keep the games competitive. If you achieve a large lead against the CPU, they'll step up their intensity to close the gap.
- **Skip Subs** - Select this option to skip the Substitution Screen that appears during halftime. You'll remain teammates with the player you selected at the start of the game.





# OPTIONS

## Settings

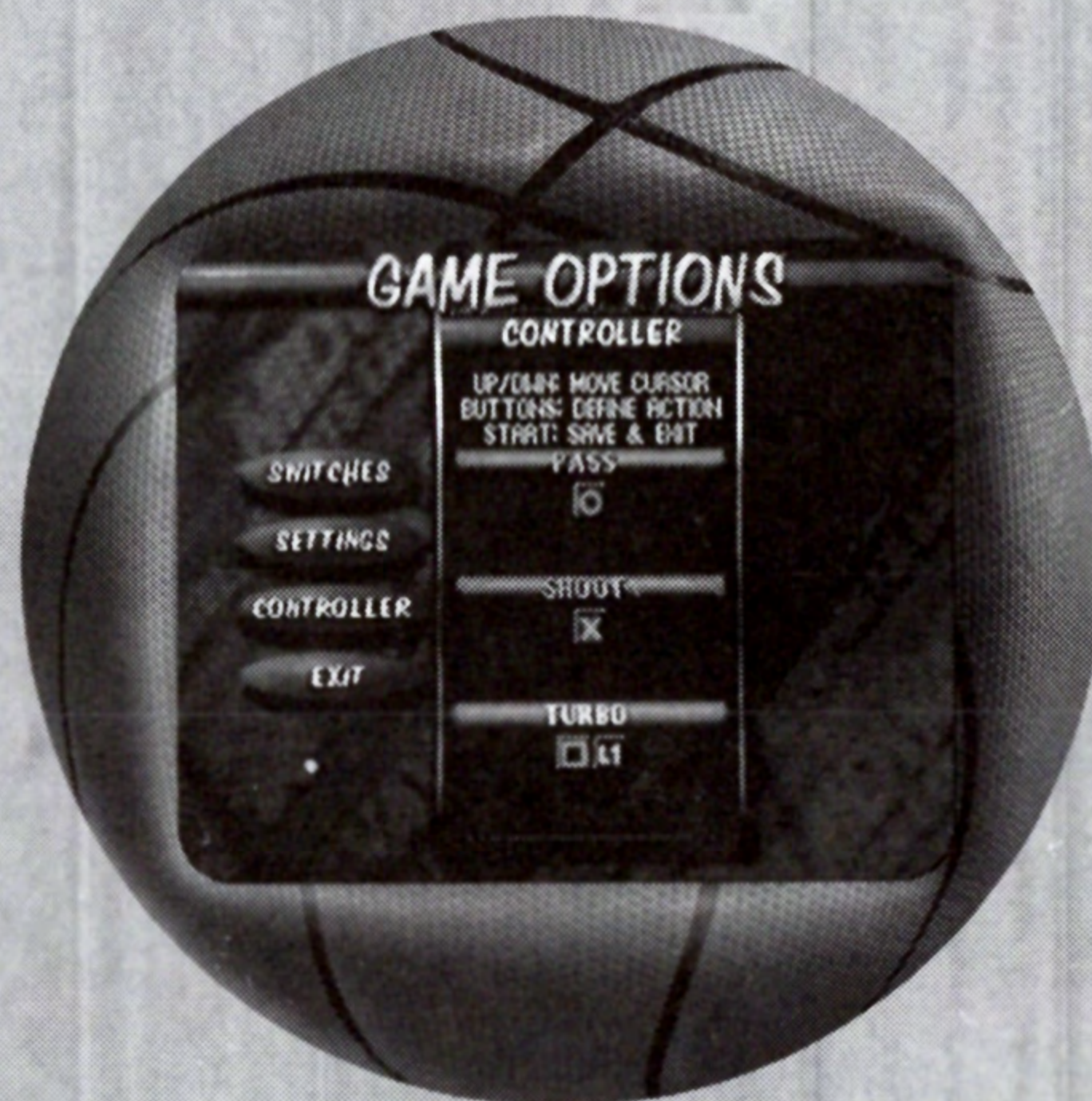
Press your **Directional Button Left** or **Right** to fine tune the levels of the **Sound Effects** (SFX) and **Music**. You can also fine tune the game's **Difficulty** level and the speed of the game **Clock**.

## Controller

Configure your controller any way you like. Here's how:

Press your **Directional Button Up** or **Down** to highlight the control you want to modify, then press the button that you would like to control that specific function. The button you pressed will appear under the function you selected.

If you make a mistake or change your mind, press the same button again to remove it from that function. You can configure any button with any function; even multiple buttons for the same function.



### Notes:

- The **Controller Configuration** option will only be available to the controller that accessed the **Options Menu**.
- If you have a **Memory Card** inserted in your PlayStation, your modified controller configuration will be automatically saved for the next time you power up and play the game.



# MAIN MENU



At the Title Screen, press the **START Button** to view the Main Menu. Press **Left** or **Right** to highlight an option, then press the **X Button** to select one of these three options:

- **Create Player** - Select the looks, uniform and skill attributes of your own player (see pg. 8).
- **Enter Name** (see next page)
- **Select Teams** - Select this option to go directly to the Select Teams Screen. You can select the team you want, then get right on the court quick and easy (see **Selecting Your Team**, pg. 13).





# MAIN MENU

## Enter Name

This option first takes you to the Player Setup Screen. Up to 4 players can enter their name and pin number prior to each game.

This process allows the game to accumulate your personal stats each time you enter your name and pin number prior to the game.

If you've created a player character, enter the name you chose when you created your player (see **Create Player**, pg. 8).

The game will make that character available at the Select Team Screen (see **Selecting Your Team**, pg.13). To enter your name:

- 1 Press **Up**, **Down**, **Left** or **Right** to highlight characters, then press the **X Button** to select.
- 2 Repeat step 1 to enter the characters you want. Select **SPC** (space) to separate letters or **DEL** (delete) to fix mistakes.
- 3 Select **END** to finish and enter the name. The Enter Pin Screen appears.
- 4 Repeat the above process to select a personal pin number for your name. If you've entered a created player's name at the Enter Name Screen, enter the pin number you chose for that player. His or her name will appear at the Select Team Screen (see **Selecting Your Team**, pg. 13).





# CREATE A PLAYER

Just like the arcade game, this option lets you create your own character and take on the NBA's best players. You can also modify a previously created player. Prior to any game you play, you can enter your created player's name and pin number. The new character will then be available at the Select Team Screen (see **Selecting Your Team**, pg. 13). Press **Up** or **Down** to highlight options, then press the **X Button** to select. The following options are available to create your player:



## Enter Name/Pin

Your newly created player needs a name and personal pin number. Follow these steps:

- 1 Press **Up**, **Down**, **Left** or **Right** to highlight characters, then press the **X Button** to select.
- 2 Repeat step 1 until up to six characters have been entered. Select **SPC** (space) to separate letters or **DEL** (delete) to fix mistakes.
- 3 Select **END** to finish and enter the name. The Enter Pin Screen will appear.
- 4 Repeat steps 1 and 2 in the above process to select a personal pin number for your character. When you've finished, it will tell you whether your character has or doesn't have a record.

## • View Stats

If you're creating a player for the first time, there will be no accumulated stats to view in this option. If you have created a character, you can enter the name and pin number to view any accumulated statistics. Press the **X Button** to cycle through the stats.



# CREATE A PLAYER

- **Head**

Press **Left** or **Right** to view the available heads for your new character. When you've finished, press the **X Button** to exit and move on to the next option.

- **Uniform**

Press your **Up** or **Down** to highlight the uniform colors you like. Press **Left** or **Right** to cycle through NBA home and away colors. When you've finished, press the **X Button** to select your uniform and exit the option.

**Note:** Custom uniform colors cannot be changed.

- **Attributes**

Press your **Directional Pad Up** or **Down** to highlight the attribute you want to modify. Press **Left** or **Right** to increase or reduce the amount of skill points for a particular attribute. Your total points available are displayed above the attributes.

When you make changes, these points increase or diminish. To make points available for an attribute you want to increase, you must reduce points in other attributes and transfer them.

As you make changes, your attributes will change in the window below your player's likeness. When you've finished, press the **X Button** to exit the option.

An additional two attribute points are awarded for every four games you win. When you win your fourth game, the game will inform you of your newly earned points. You can then re-enter Create A Player, and strengthen your player's attributes.





# CREATE A PLAYER

- **Privileges** - You can select 2 of the 6 available privileges for your new player. Press **Up** or **Down** to highlight the privilege you want to select. Press **Left** or **Right** to select.

Here are descriptions of your choices:

## No Tag Arrow

This option removes the colored arrow above your created player's head during the game. Your opponent will have a harder time locating your player on and off the screen.

## Stealth Turbo

When you select this option, your player's shoes will not illuminate when you use your turbo. Your opponent won't have the advantage of knowing when or if you're using your turbo.

## Big Head

Select this option to place a big head on your created character.

## Hide Attributes

If you choose this option, your opponent won't be able to see your distribution of attribute points at the Select Team Screen (see **Selecting Your Team**, pg. 13).

### CHOOSE PRIVILEGES

UP/DOWN: MOVE CURSOR  
LEFT/RT: TOGGLE CHECK  
BUTTONS: SAVE & EXIT

CHECK 2 OF THE 6

- NO TAG ARROW
- STEALTH TURBO
- BIG HEAD
- HIDE ATTRIBUTES
- DRONE BIG HEAD
- SUPER REBOUND
- SMARTER DRONE





# CREATE A PLAYER

## **Drone Big Head**

Quite simply, you can select this option to place a big head on your drone's body. No, his balance will NOT be affected.

## **Super Rebound**

Players with this option selected have a greater chance of getting loose balls, offensive rebounds and defensive rebounds.

## **Smarter Drone**

If your teammate is controlled by the CPU, this option will make him smarter and play better than the average drone. You must earn 60 attribute points before you may select this privilege.

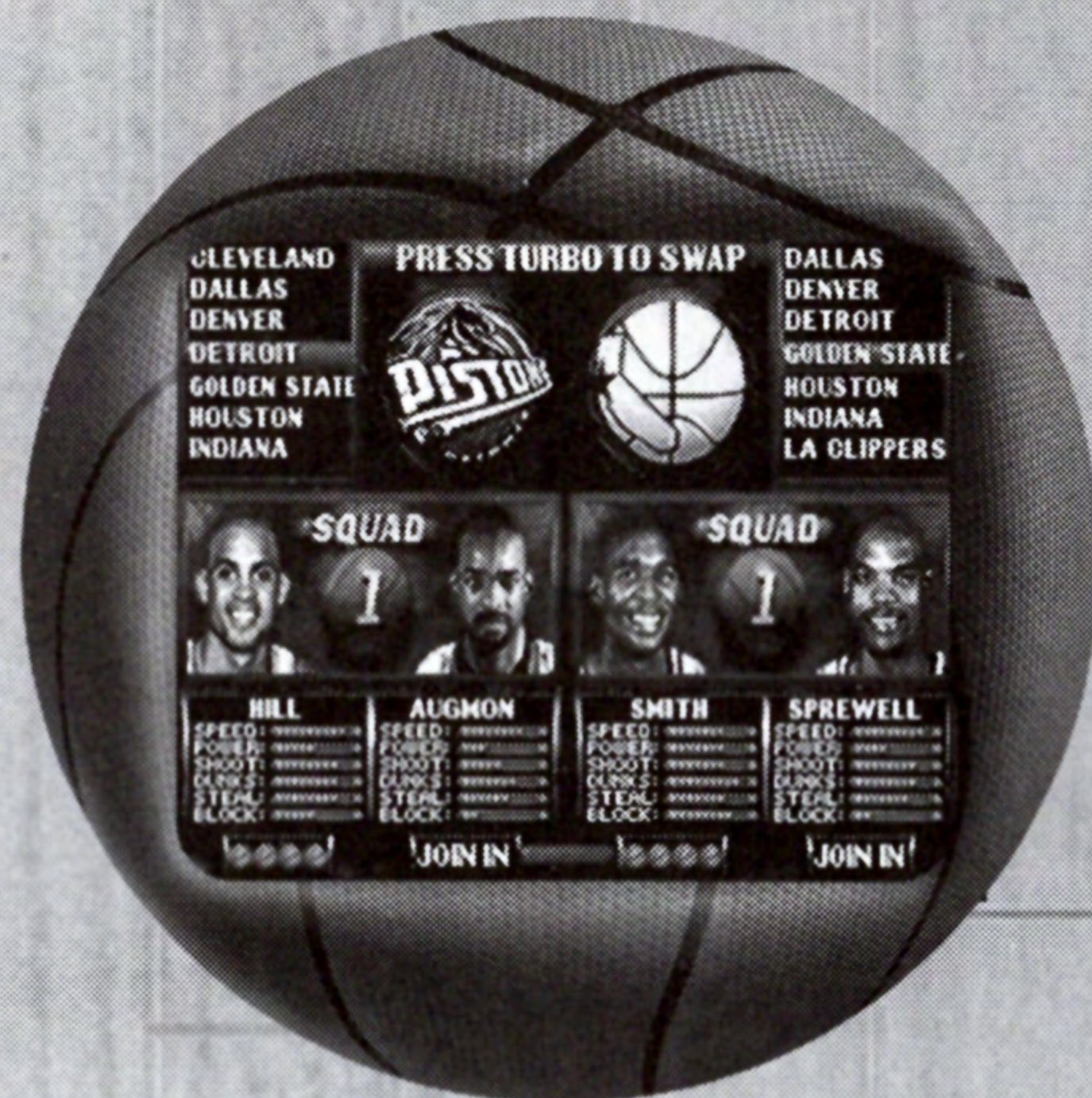
- **New Pin/New Name** - You can change your player's name and pin number (see **Enter/Name Pin**, pg. 8).
- **Save/Exit** - Select this option to save your modifications. Select **YES** to confirm and exit or **NO** to return to the Create Player Screen.

### **Note:**

**With a Memory Card inserted in your PlayStation, any created player(s) will be automatically saved for the next time you power up and play the game. If a Memory Card is not present, the game's defaults will be loaded each time you power up.**



# SELECTING YOUR TEAM



The Select Team Screen displays the players and teams available in the game. Press **Up** or **Down** to move the team you want over the red or blue center line in the selection window. Press **Turbo**, **Left** or **Right** to view the 20 available 2-man squads for the team you chose.

As you cycle through the squads, their player attributes appear in the window below their faces. When you find the players you want, press the **Shoot Button** to select them and go to the Match Up Screen.

Press **Pass** to view the team's winning percentage and popularity. You can also press **Pass** to change the color of Dennis Rodman's hair.

**Note:** The hair color option is not available for any other players.



# TONIGHT'S MATCHUP



The Match Up Screen displays the names and logos of the two competing teams. At the bottom portion of the screen, there is a three digit area to enter special codes just like the arcade game. You can enter codes by pressing the **Turbo Button** (first digit), **Shoot Button** (second digit) or the **Pass Button** (third digit).

To input more than one code, follow the procedure above, then quickly press **Down**. The number you entered first will flash and remain on-screen. At this point, you can also enter a "non-numeric" code before the game starts.

## Tips:

- Enter Special Codes quickly, or you'll run out of time.
- Special Codes can be found in magazines, strategy guides, on the internet or with a little experimentation on your part.

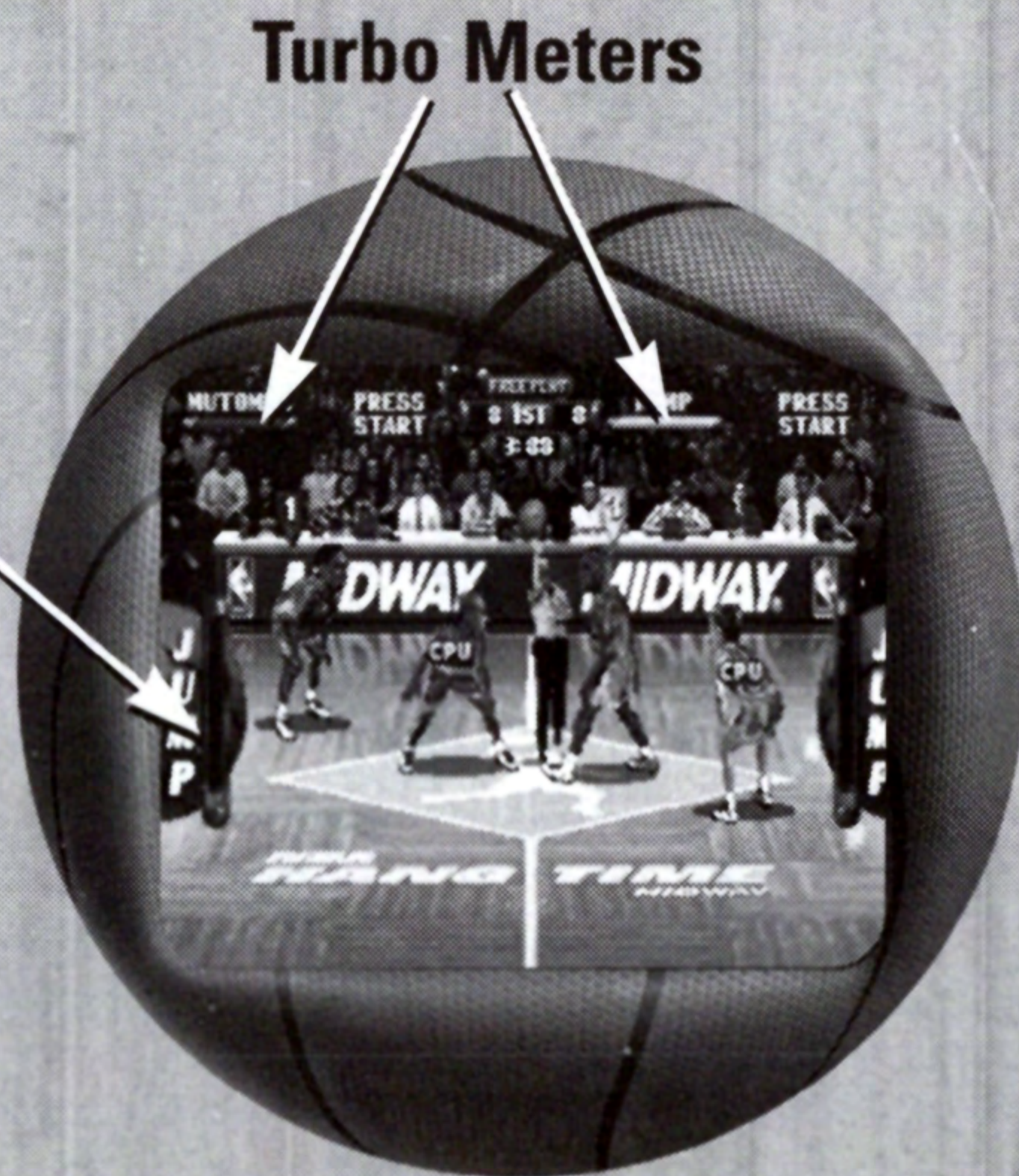


# ON THE COURT

Are you ready? Let's get you familiar with the game screen before you start. Here are some things you'll need to know:

## Jump Ball Meter

At the start of the game, your player is at center court for the jump ball. The gauges on the right and left display the jump power for each of the two players in the circle. To have a better chance to win the jump, quickly tap on your **Turbo** and **Shoot Button** to boost the power and height of your jump.



## Turbo Meter

The top of the screen displays a colored Turbo Meter under the names of the four players on the court. As you use your turbo, the **Blue Bar** (Player 1), **Green Bar** (Player 2), **Yellow Bar** (Player 3) or **Red Bar** (Player 4) diminishes, until it's gone. It recharges automatically when you aren't using it.

## Scoreboard

At the top of the screen, the Scoreboard displays the Score of the game, the Quarter and the Time remaining. When the clock is under one minute, a second clock will be displayed on-screen until time expires.

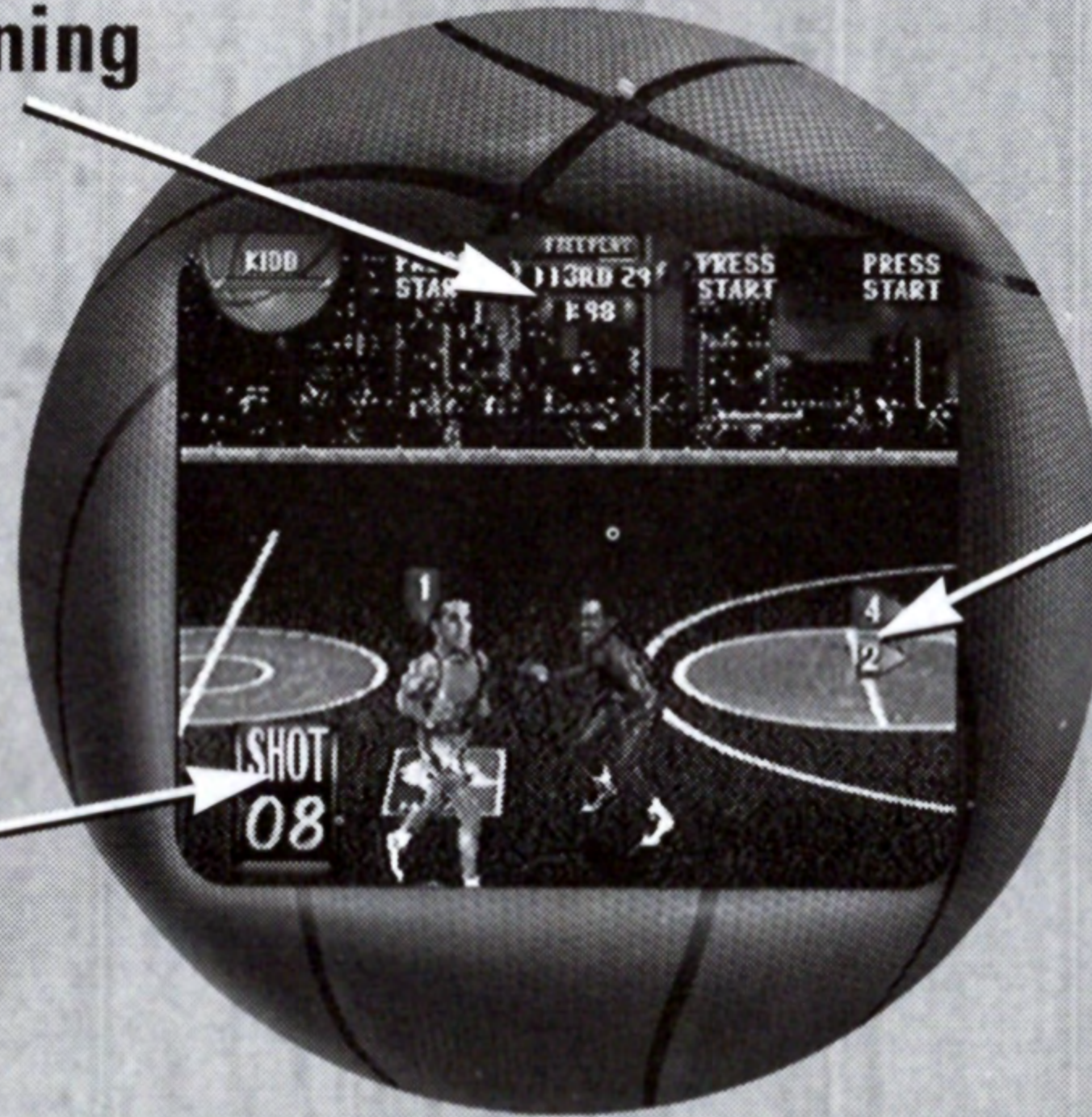


# ON THE COURT

**Scoreboard/  
Period Time Remaining**

**Tag Arrows  
( Player 2 and 4 )**

**Shot Clock**



## Shot Clock

When you gain possession of the ball, you have 24 seconds to release the ball from your hands toward the hoop. When the shot clock counts down to 10 seconds, it will appear in the lower portion of the screen to let you know. If you don't shoot in time, the words "SHOT CLOCK VIOLATION" will appear, and possession of the ball will be given to the other team.

## Tag Arrow

Above each player's head is a numbered arrow displaying a 1, 2, 3 or 4. The number lets players 1 through 4 know which player they are controlling on the court. When a player is off-screen, the arrow moves to the side of the screen, pointing to the location of the player.



# COOL MOVES

This is the fun stuff! Moves listed in this section refer to the **Shoot**, **Pass** and **Turbo Buttons**. See **Default Controls**, pg. 4, to find the corresponding controller buttons. If you've configured your controller, refer to your custom configuration. To learn the cool moves in *NBA HangTime*, read through the following information:

## Shooting

In *NBA HangTime*, there's more to shooting than just pressing the **Shoot Button**. There's a good chance that another player will be in-your-face every time you attempt a shot. If a player jumps to block your shot just as you press the **Shoot Button**, you can hold the button down to delay the release of your shot.

To get a little more height and energy into your shot, try pressing the **Turbo** and **Shoot Button** at the same time. The best chance to nail your shot occurs when you release the ball at the peak of your jump.

Also, to shoot around your opponent, try moving your player in all directions. Your player will do a fade away, a lean-in shot or a left/right leaning shot, depending on which way you move him.

## Passing

This isn't always such an easy skill. Make sure your man is open when you pass, and don't be a ball hog - it's much harder to take the ball away from two players working as a team.

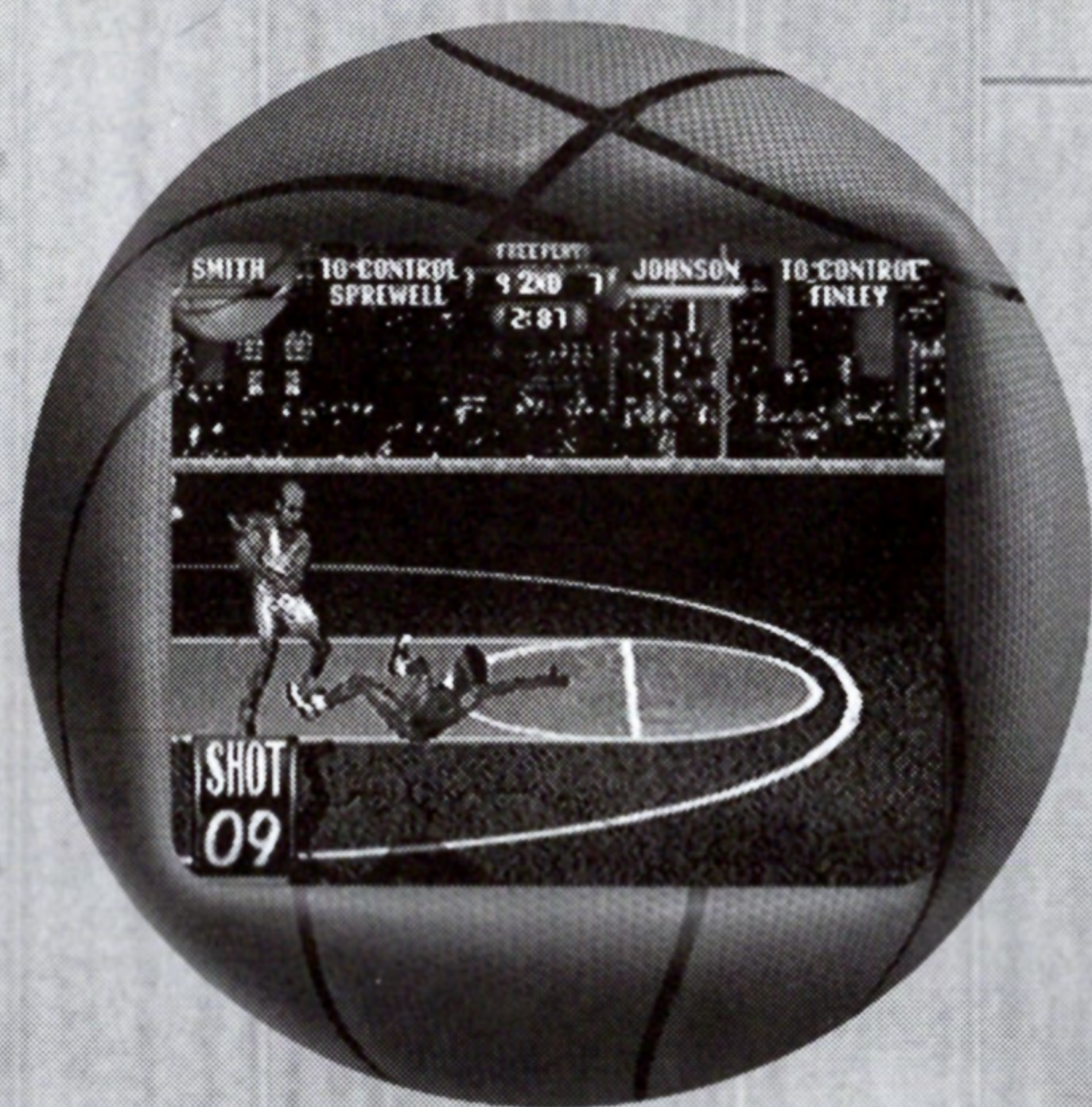
You can press the **Pass Button** as you go to the hoop to dish off to your teammate or to escape any opponents who are in-your-face at the hoop. Skilled Point Guards pass more creatively than Centers or Forwards.

Try a Turbo Pass to quickly dish off to a teammate. To execute a Turbo Pass, press the **Pass** and **Turbo Buttons** simultaneously.





# COOL MOVES



## Protecting the Ball

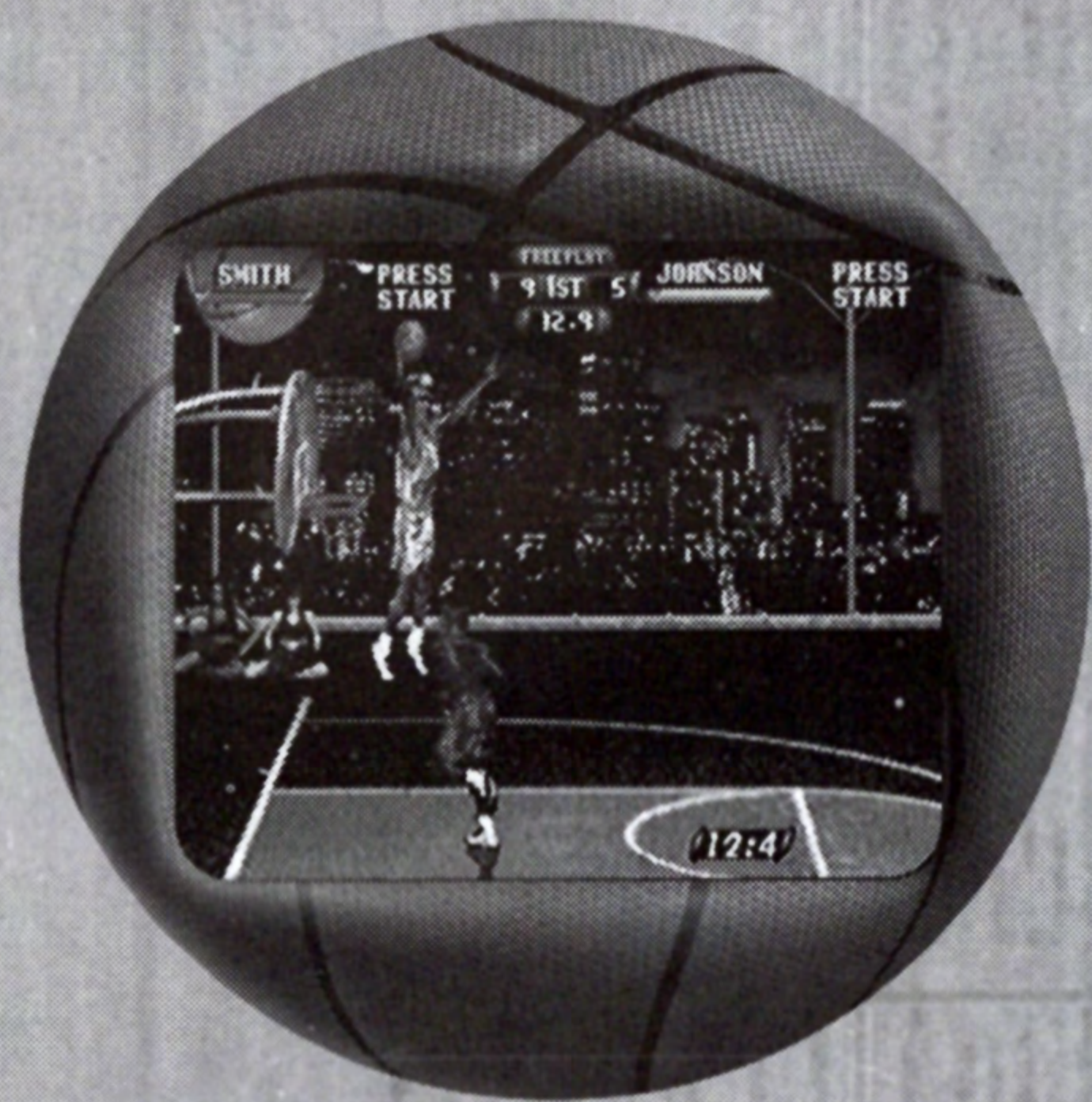
If, for some reason, you hold up and have to pass the ball or shoot, quickly tap the **Turbo Button** to grasp the ball hard and throw elbows from side-to-side. This will make it more difficult for your opponent to steal the ball. If you used the **Turbo Button** to jump high for a rebound, continue to hold it down when you hit the floor. Any opponents nearby shouldn't be able to take the ball away.

## Spin Move

The computer takes care of your player's basic dribbling, but you can put some moves into the dribbles to keep from getting the ball stolen. While dribbling, quickly tap the **Turbo Button** twice to do a spin move around a player.



# COOL MOVES



## Rebounds

Don't always assume the ball is going in. Time your jumps at the net, so you can bring it down. Press your **Shoot Button** and the **Turbo Button** together to get high in the air. When you get the rebound, your teammate should be running down the floor toward your net. Pass it deep.

Offensive rebounds are a must. Follow your shot to the net to rebound a possible miss, then try pressing the **Shoot Button** while you're in the air. It's a pretty sweet move.

## Blocking Shots

This is one of the keys to a great defensive game. Try to time a player's shot attempt, then step in front of him and press the **Shoot Button**. If he's way up there, press your **Shoot Button** and the **Turbo Button** to greet him above the rim.

## Head Fake

With your feet planted, quickly tap the **Shoot Button** to execute this move. A well executed head fake may cause your opponent to jump early and mis-time his block attempt.

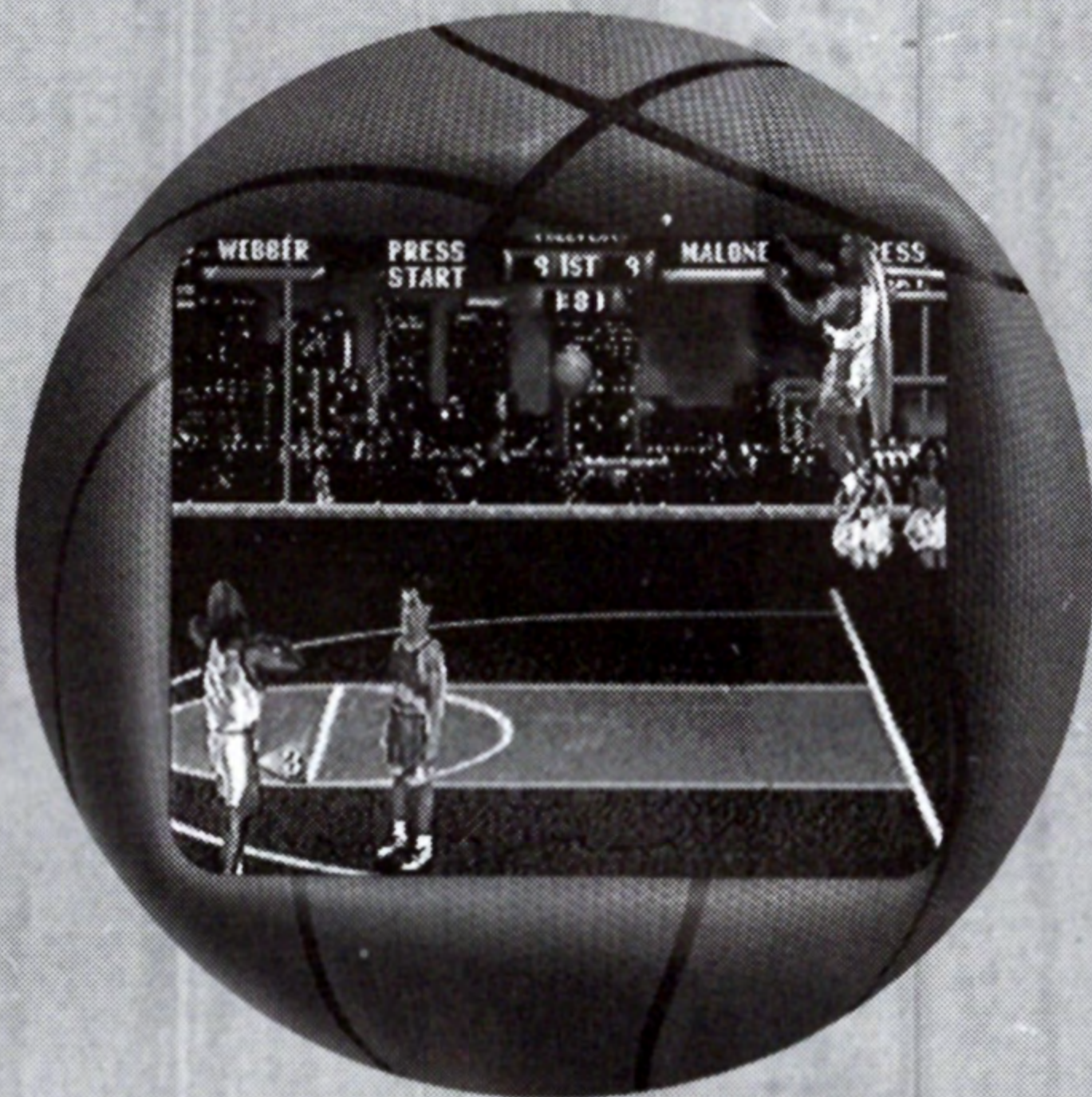


# COOL MOVES

## The Alley Oop!

Yes, the most exciting part of the game! Dazzle your friends with this one. As you move in to your end of court, watch for your teammate flying toward the net.

When he jumps high and flashes in the air, press the **Pass Button** to dish the ball off. If all goes well, he'll slam it home! Press **Turbo** and the **Shoot Button** together to go up yourself.



## The Double Dunk

Oh...wait...*this* is the most exciting part of the game! Teammates can both jump high and drive hard to the hoop, then the ball carrier must press the **Pass Button** to dish off to his teammate flashing behind him.

Repeat this move, then leave your opponents guessing if you'll pass or not. Either way, you should be able to score. The player without the ball must press the **Turbo** and **Shoot Button** to jump high toward the net, behind the teammate carrying the ball.

### Tip:

A player's attributes will tell you what skill he is best able to perform. A good shooter will make more 3-pointers, a power player will get more rebounds and be harder to clear out, and a dunker will do higher, more exciting dunks. Remember this when you select a player (see *Selecting Your Team*, pg. 13).



# COOL MOVES

## On Fire!

A player who sinks three hoops in a row becomes *On Fire*. The ball will smoke when he gains possession. When he shoots the ball, he has a much greater chance of making any shot he throws.

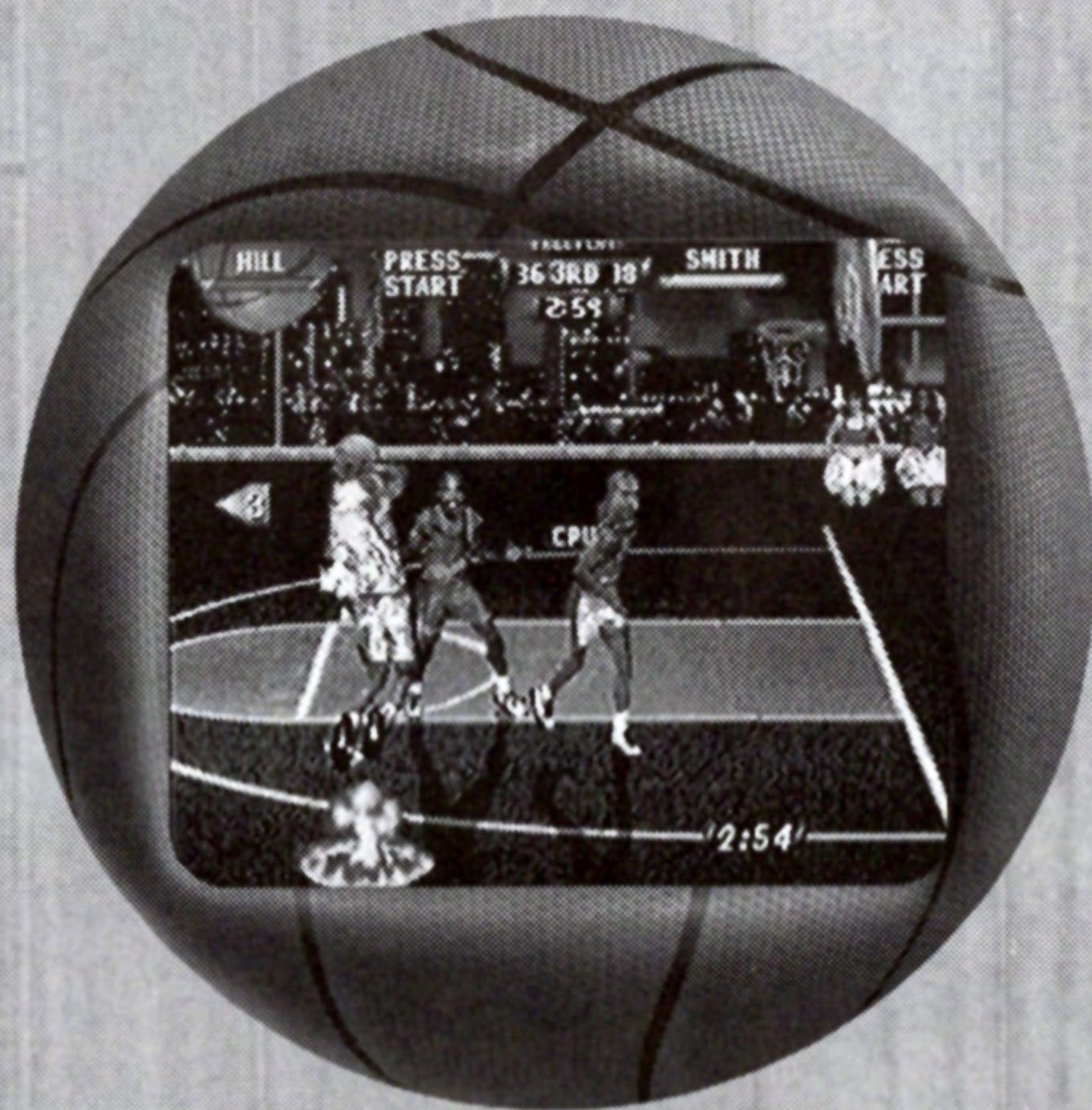
Take full advantage of a teammate who's *On Fire*. It's no time to be a ball hog. To extinguish a player who's *On Fire*, the opposing team needs to make just one basket.

When a team of players do three Alley Oops or Double Dunks in a row, you achieve *Team Fire*. At this point, both players are on fire for 25 seconds of possession time. The Team Fire Clock will appear and count down. It will stop when the team that's *On Fire* does not have possession. Take your opponents to town and start a run.

To stop *Team Fire*, the opposing team must complete an Alley Oop or Double Dunk. If a player or team is *On Fire* at the end of a quarter, they will still be *On Fire* to start the next quarter.

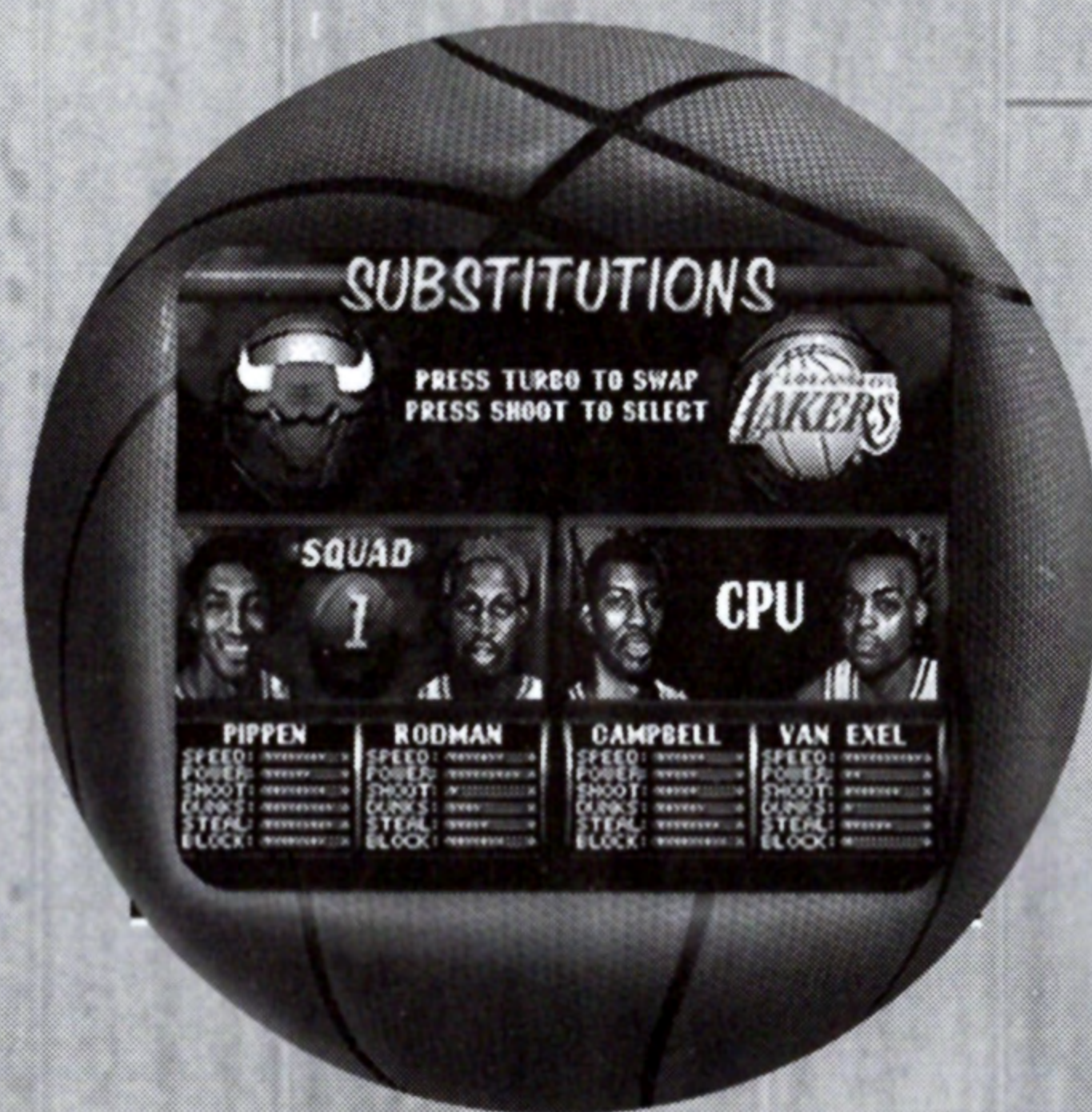
## Hard Contact

Here's a move that will help you start a run. Press the **Turbo** and **Pass Button** to knock your opponent on his butt. The ball may or may not come loose, but it's a good opportunity to create a turnover.





# SUBSTITUTION



At halftime, you have the opportunity to substitute one or both players. You won't be able to change teams, so you'll have to select different players from the team you chose prior to the game.

At the Substitution Screen, press **Left**, **Right** or **Turbo** to cycle through the available players, then press the **Shoot Button** to return to the floor.

## Note:

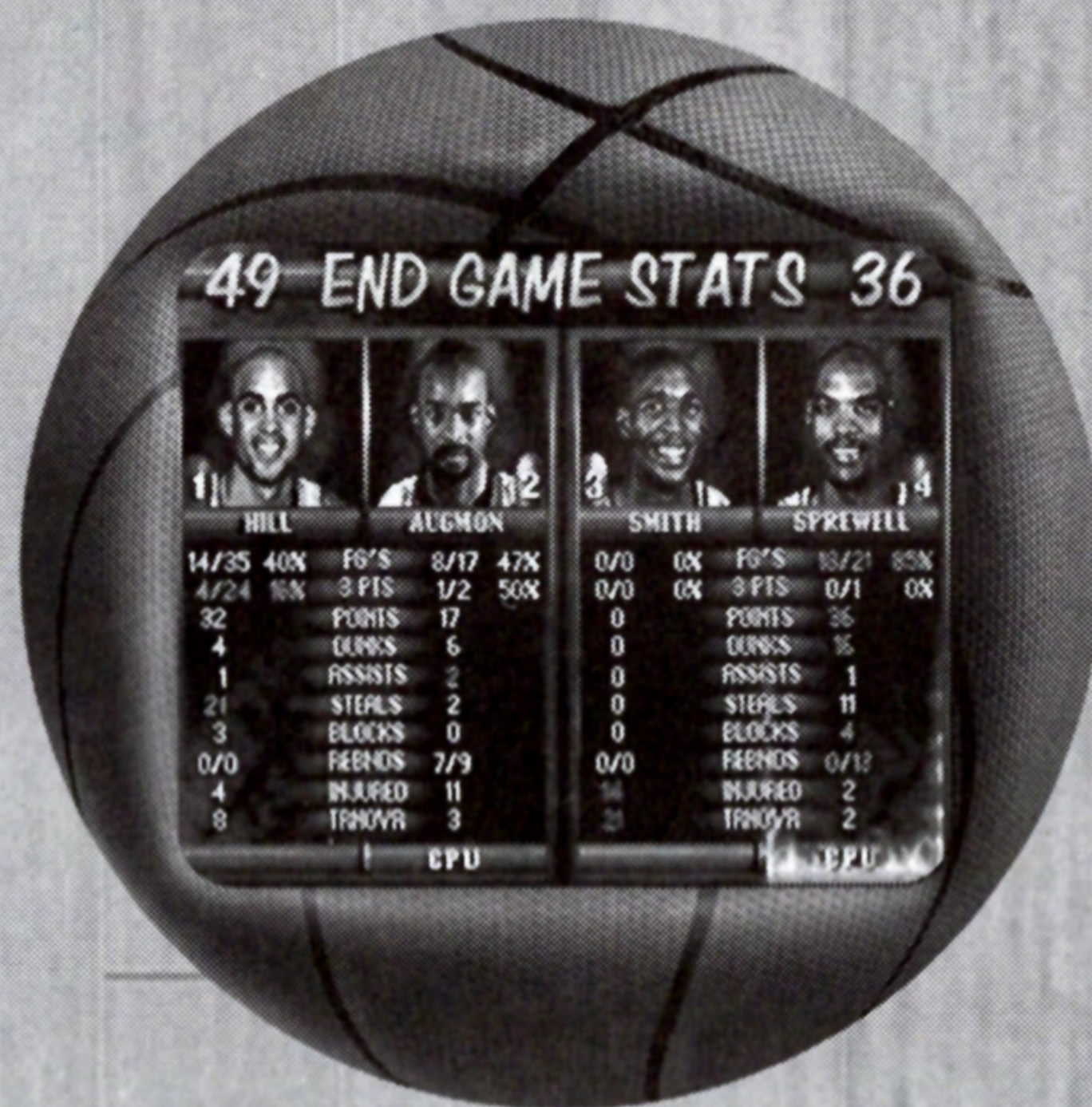
Created players may not be switched at the Substitution Screen. You must use created players for the duration of the game.



# STATISTICS

At halftime, the Halftime Stats Screen will appear with current game stats for all four players in the game. If a player is *On Fire* at the end of a half, his stat window will have fire on its border.

At the end of the game, the End Game Stats Screen will appear. Like the Halftime Stats Screen, the Player of the Game will flash. Following the End Game Stats Screen, the Scoring Breakdown Screen appears. It displays the breakdown of point totals for each quarter.



49 END GAME STATS 36

HILL		AUGMON		SMITH		SPREWELL	
14/35	40%	8/17	47%	0/0	0%	13/21	62%
4/24	17%	1/2	50%	0/0	0%	0/1	0%
32	POINTS	17		0	POINTS	36	
4	DUNKS	6		0	DUNKS	16	
1	ASSISTS	2		0	ASSISTS	1	
21	STEALS	2		0	STEALS	11	
3	BLOCKS	0		0	BLOCKS	4	
0/0	REBDS	7/9		0/0	REBDS	0/12	
4	INJURED	11		14	INJURED	2	
8	TRNOVR	3		21	TRNOVR	2	
CPU				CPU			

## COACHING TIPS

### COACHING TIPS

#### DOUBLE-DUNKS

WHEN A PLAYER IS IN A DUNK, HIS TEAMMATE CAN ALSO START A DUNK. THE PLAYER WITH THE BALL CAN THEN PRESS THE PASS BUTTON TO LOB THE BALL TO HIS TEAMMATE.

TRY FOR 3 IN A ROW!

After the 1st and 3rd quarters, Coaching Tips are displayed. Read them carefully to get helpful playing tips and special moves. If you go into Overtime, you'll get more tips between each quarter.



# HIGH SCORES

High scores are automatically entered into memory when you finish a game. To achieve a high score, a created player must complete a minimum of 5 games. If you played well enough, the name you entered prior to the game will appear on the High Scores Screen. The high scores will then be displayed in the demo mode following a game. Press the **Shoot Button** to cycle through them, or press the **START Button** to exit the demo and go to the Main Menu.

**Keep a hard copy of your scores here!**

<u>PLAYER</u>	<u>SCORE</u>

<u>PLAYER</u>	<u>SCORE</u>



# CREDITS

## MIDWAY ARCADE TEAM

### Design Team

**Lead Programmer:** Mark Turmell **Programmers:** Dan Thompson, Jeff Johnson  
**Lead Artist:** Sal Divita **Artists:** Eugene Geer, John Carlton & Jennifer Hedrick

### Additional Design

Shawn Liptak, Jamie Rivett, Pat Fitzgerald, John Root,  
Marty Martinez, Carlos Pesina, Nick Ehrlich

### Sound and Music

**Lead Sound/Music:** John Hey **Music:** Kevin Quinn **Announcer:** Neil Funk

## MIDWAY HOME TEAM

**Executive Producer:** Michael Rubinelli **Assistant Producer:** Will Shen

**Sound Conversion:** Rob Atesalp and Scott Patterson

**Print Design & Production:** Debra Austin, Jon Mongelluzzo,  
Shawn Murphy, Erin Shems, Robert Shepherd & Dave Young

**Lead Tester:** Kevin Elrod

**Testers:** Eric Narvaez, Ben Larkin, Mike Laplante,  
William Sutjadi, Jason Barnes & Ross Deynata

## DIRECTOR'S CUT

**Programmers:** Jamie Rivett, Gary Liddon & Graeme Webb

**Art Conversion:** Terry Ford









**MIDWAY Home Entertainment Inc**  
1800 South Business Highway 45  
Corsicana, Texas 75110  
<http://www.midway.com>



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