

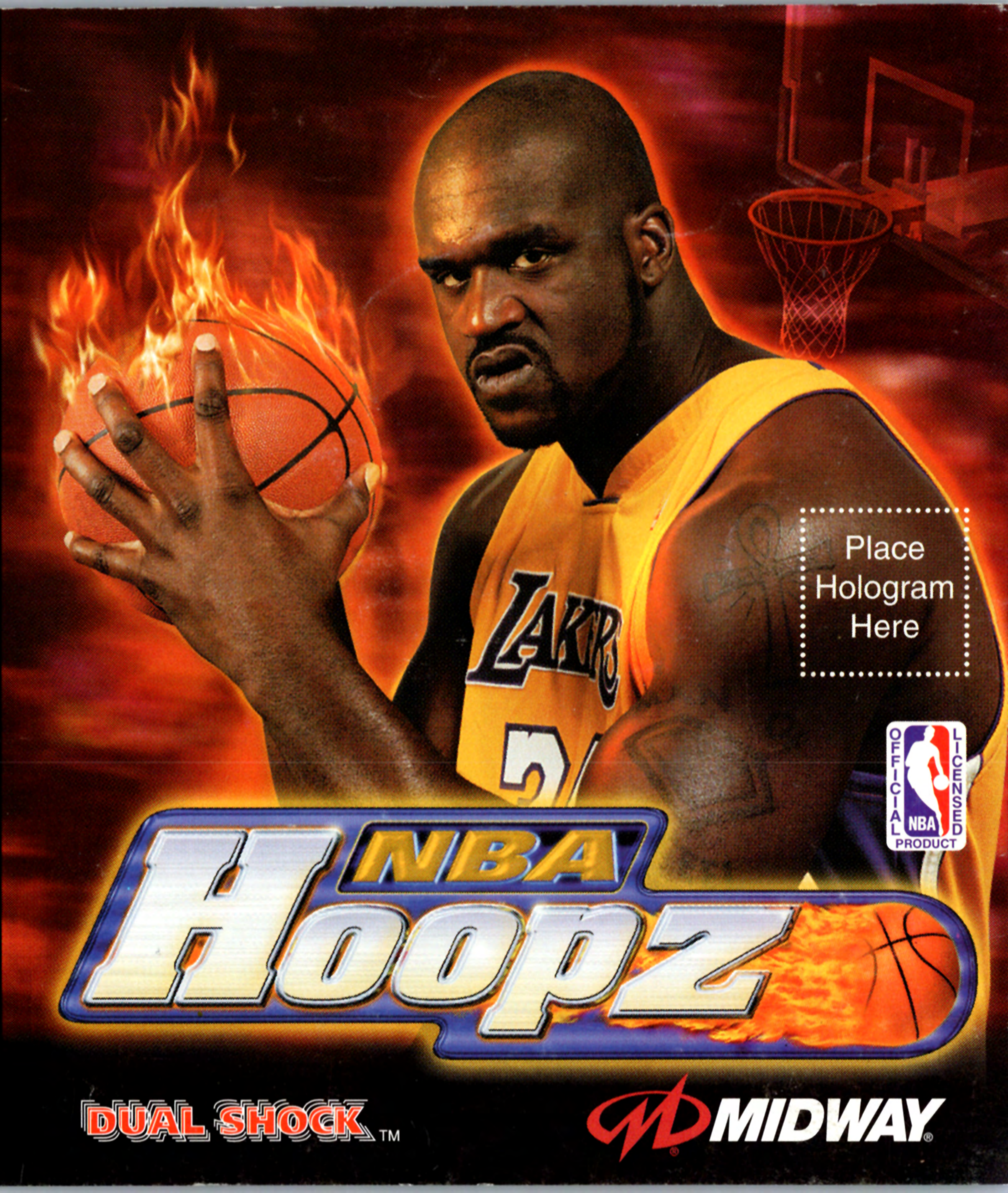


NTSC U/C

PlayStation



SLUS-01331



Place Hologram Here



# NBA Hoopz

DUAL SHOCK™





# 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.

## **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.



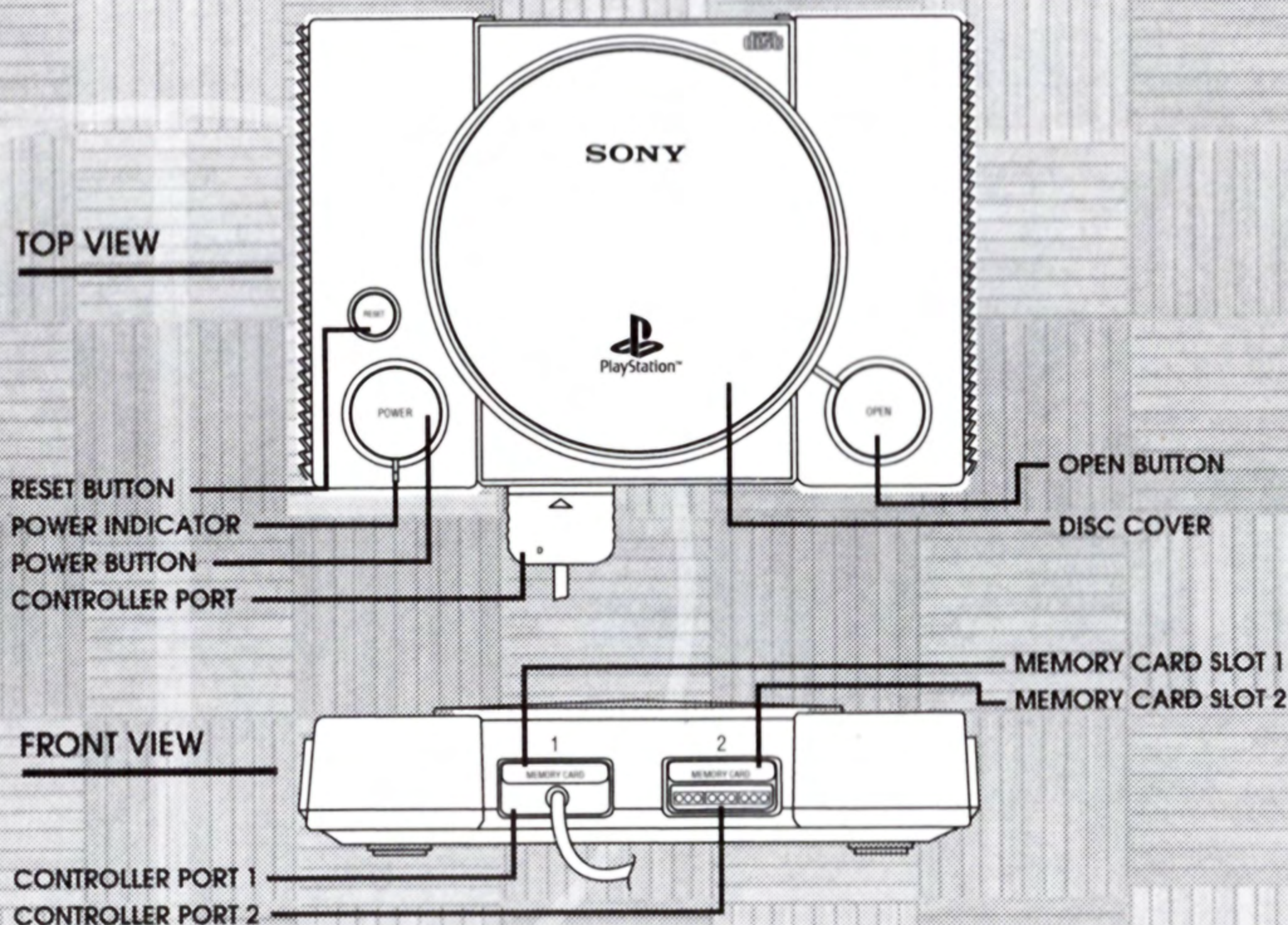
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# GETTING STARTED

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 game disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.



Press **START** to pause the game. The Confirm Exit Menu will appear. To quit a game in progress, select **EXIT GAME** and press **X**. If you wish to continue your game, select **CONTINUE** and press **X**.

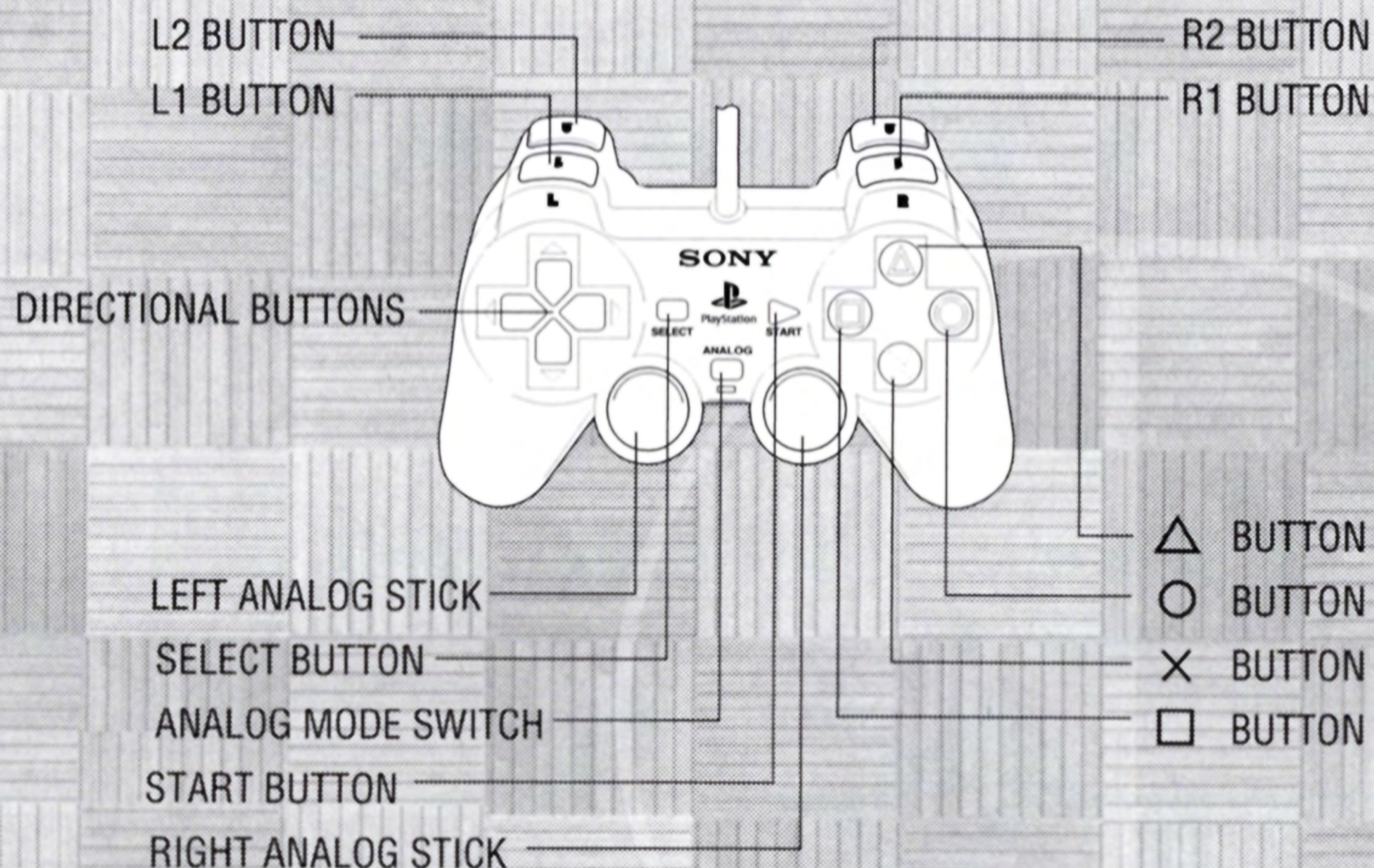
When using the Multi Tap adapter, remember that at least one controller must be plugged into Controller port 1-A or 2-A on the Multi Tap before you connect the Multi Tap to Controller port 1 or Controller port 2 on your PlayStation® game console.



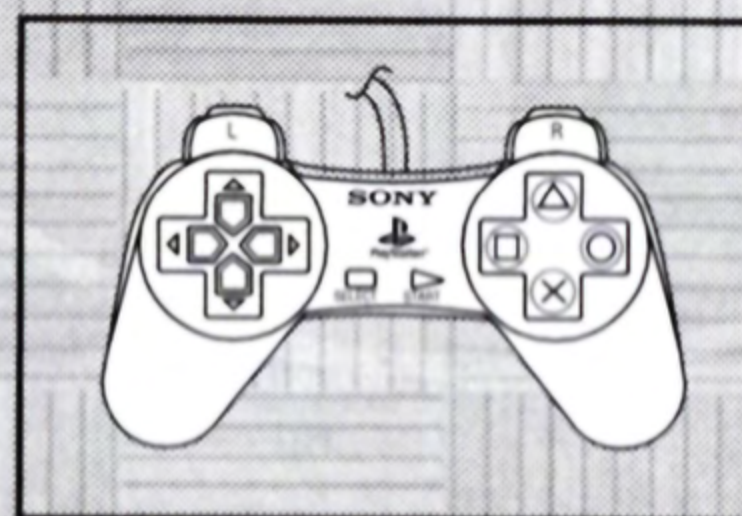
# CONTROLLER

Before you take to the court, get to know your Controller.

## DUALSHOCK™ analog controller



**NOTE:** You may have a controller that looks like this, if so please follow the digital instructions outlined on Pages 5.

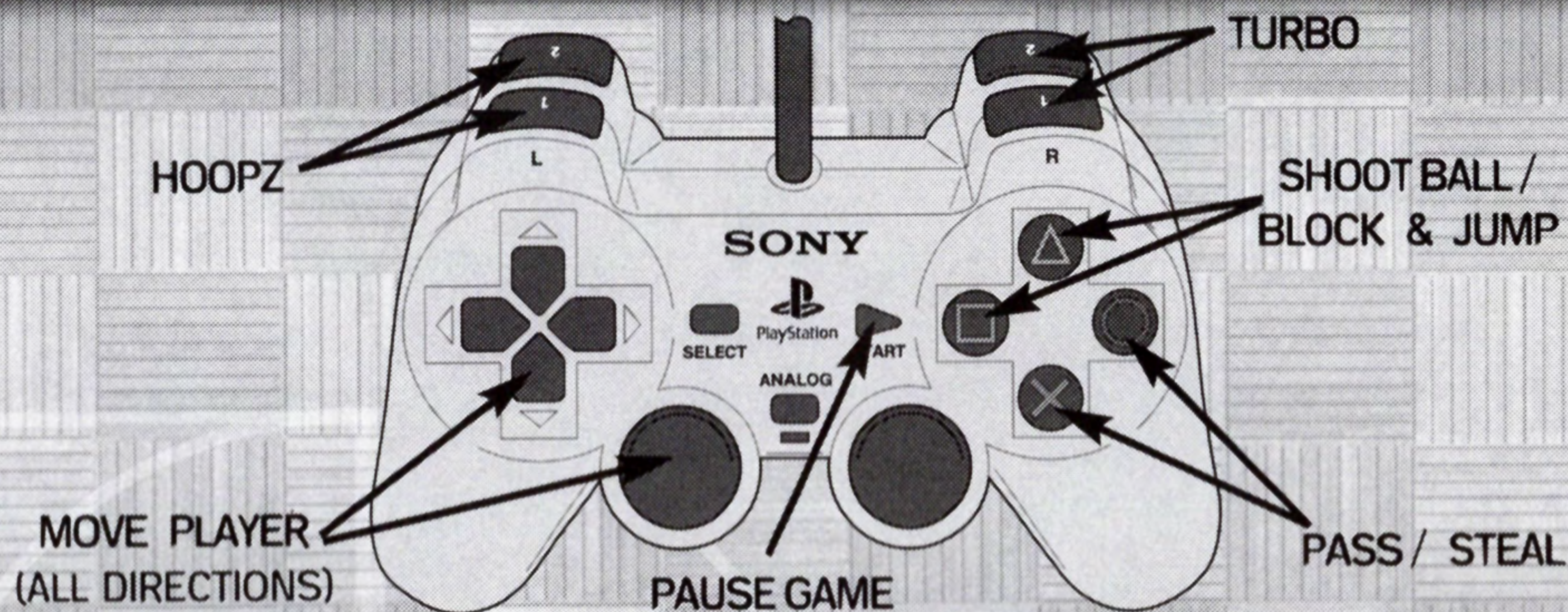


## MENU NAVIGATION

Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the Directional button. To navigate through the game menus (i.e. Options), use the Directional button (**↑**, **↓**, **←** or **→** depending on the menu) to highlight a selection. To activate a selection or access the next menu, press **×**. To go back to the previous menu and/or cancel the previous selection, press **△**.



# DEFAULT CONTROLS



## REMEMBER

The left stick will only be activated if the DUAL SHOCK™ analog controller is in Analog mode (LED:Red).

## HOOPZ BUTTON FEATURES

### ON OFFENSE

The player with the ball can press the Hoopz Button to back-in or post-up on an opponent. While holding down the Hoopz Button, double tap the Turbo button to execute an "arm hook & spin" maneuver around the opponent. Also, try holding down the Hoopz Button and pressing Turbo and Shoot to perform a Hook Shot.

When you're NOT in Tag Mode, you can perform a Give-and-Go by holding down the Hoopz Button when you pass the ball. If you continue to hold down the Hoopz Button, your teammate will pass the ball right back to you once you let go of the button.

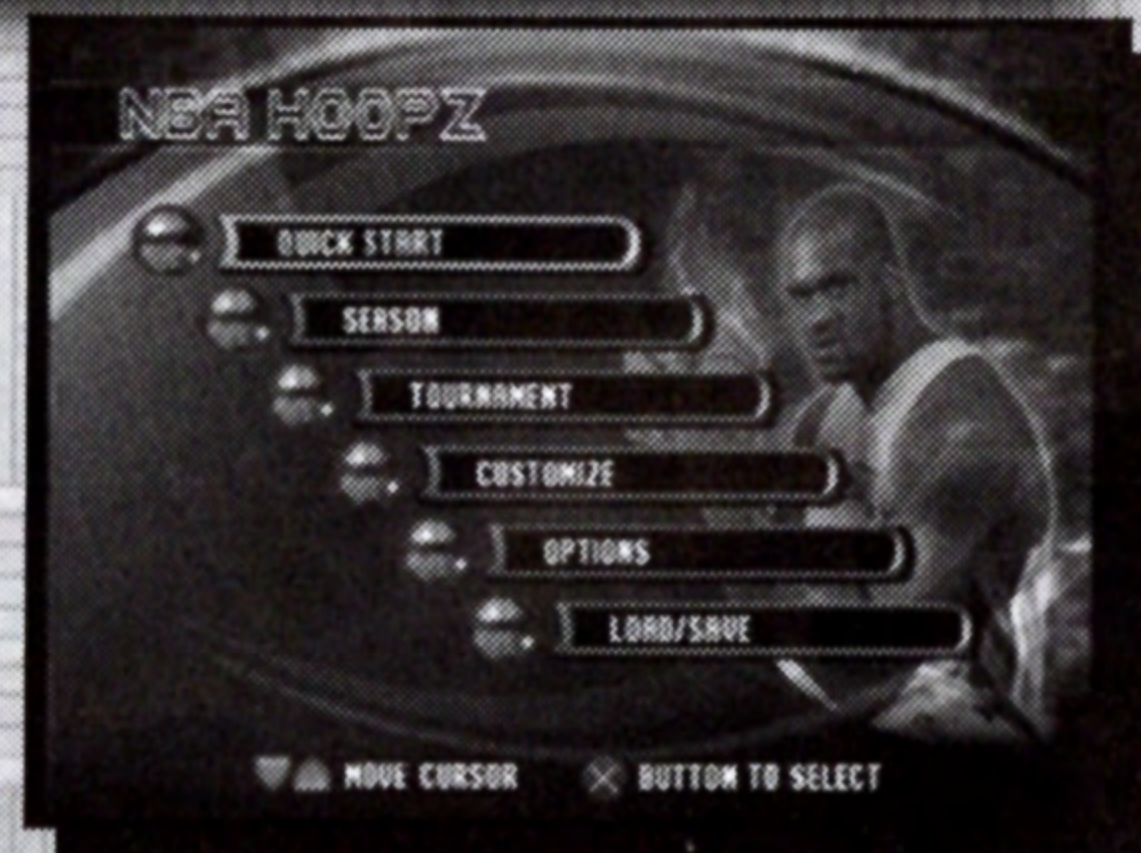
### ON DEFENSE (IN TAG MODE ONLY)

You can switch to the defender closest to the ball by pressing the Hoopz Button.



# BEFORE TIP OFF

At the Demo or Title screen, press **START**. After a brief pause, the Main Menu will appear. Press **↑** or **↓** to select an option, then press **×** to make your selection. Choose from the following options:



## **QUICK START**

This game mode will let you select a team and players, then drop you right on the court for your game. This is the easiest way to jump right onto the floor and play the game.

## **SEASON**

Pick a team and embark on a full season of Hoopz! You'll play an entire schedule, hopefully make the playoffs then eventually win a championship. You'll need a **MEMORY CARD** to save your season information (see **Loading and Saving Games**, pg. 11). Between games, a menu will appear, letting you **PLAY NEXT GAME**, **SAVE** your game data or edit **PLAYER ATTRIBUTES** (see **Customizing Team & Players/Players**, pg. 9-10)

## **TOURNAMENT**

It's like skipping an entire season and jumping right into the playoffs. Select a team, then mow down the competition on your way to the **Tournament Championship**.

## **CUSTOMIZE**

See **Customizing Team & Players**, pg. 9-10.

## **OPTIONS**

See **Options**, pg. 7.

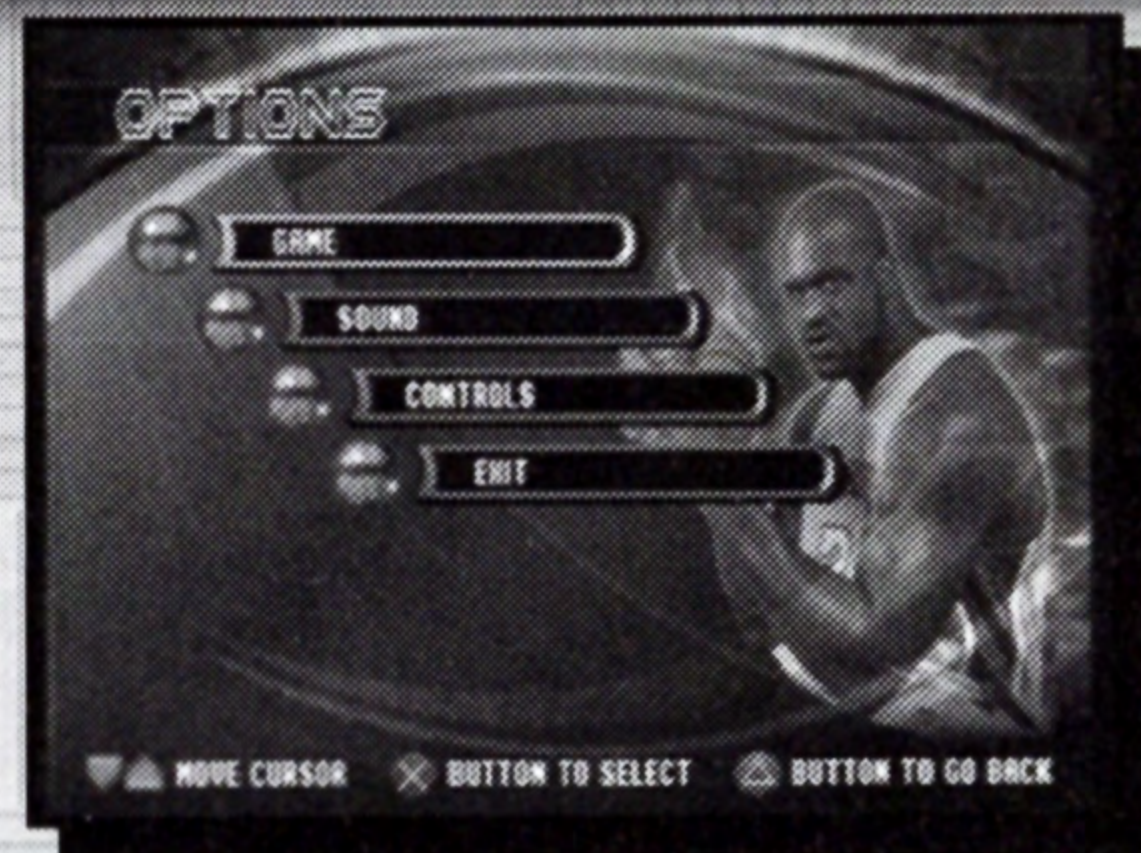
## **LOAD/SAVE**

See **Loading and Saving Games**, pg. 11.



# OPTIONS MENU

At the Main Menu, highlight **OPTIONS** and press **X**. Under the Options Menu you will find the following sub-menu selections: **GAME**, **SOUND**, **CONTROLS** and **EXIT**. Highlight the option you want and press **X**. Each option can be adjusted by pressing **←** or **→**. To go back to the previous menu, select **EXIT**.



## GAME

### DIFFICULTY

This setting determines how difficult the computer-controlled opponents will be. Select **ROOKIE**, **VETERAN** or **PRO**.

### QUARTER TIME

You can speed up the game clock using this option. It controls both the game time and the shot clock. Select from 1:00 to 3:00 minutes in :30 second increments.

### CAMERA VIEW

Set this option to **High** or **Low** view.

### TURBO BARS

Turn the Turbo Bars **ON** or **OFF**.

### TIPS SCREENS

Following the 1st and 3rd Quarters of a game, Tip screens will appear giving you some helpful game hints. You can turn them **ON** or **OFF**.

### TAG MODE

Turn Tag Mode **ON** or **OFF**. You control only one player at a time when Tag Mode is turned **ON**.

### EXIT

Go back to the Options Menu.



# OPTIONS MENU

## SOUND

### MUSIC

Adjust the game's background music. The higher the number, the louder the music.

### SFX

Change the volume of the game's sound effects.

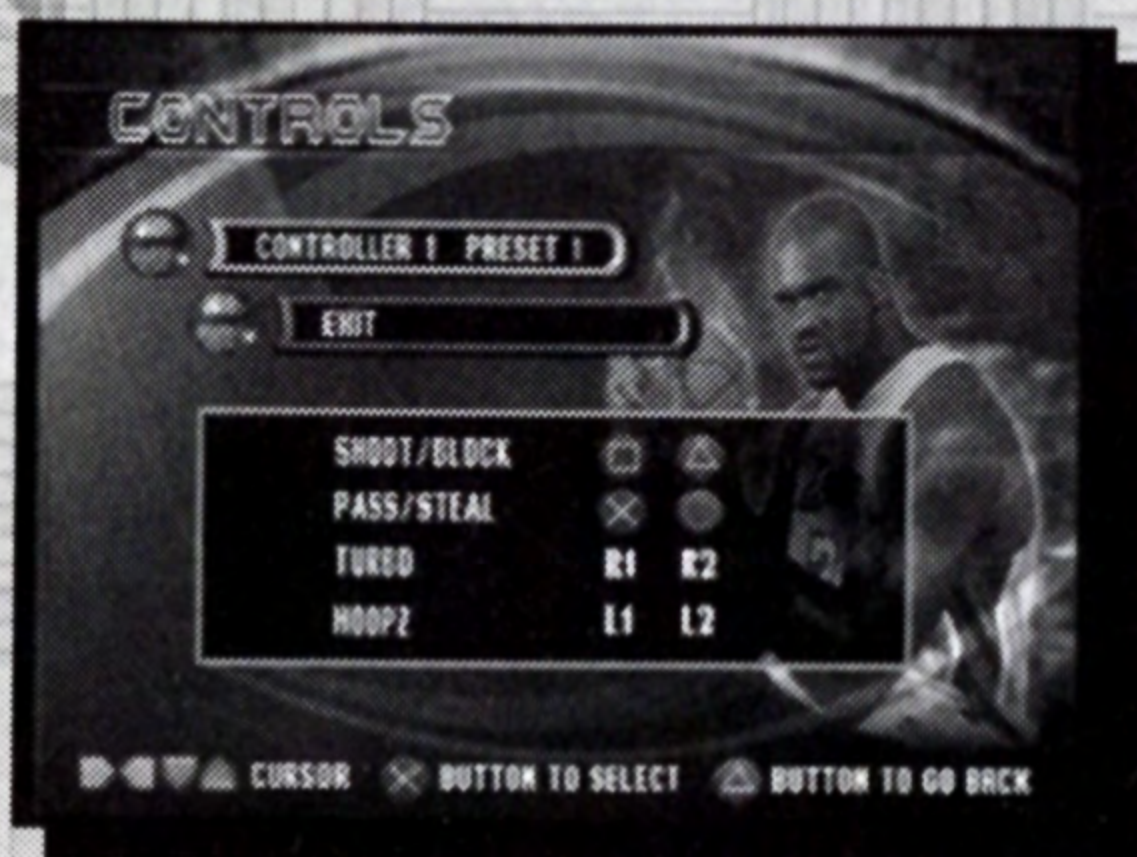
### ANNOUNCER

You can either let the announcer speak (ON) or play without an announcer (OFF).

### EXIT

Go back to the Options Menu.

## CONTROLS



Select one of six controller configurations. Press **↑** or **↓** to select the controller you want to configure (1-6) and press **⊗**. Press **←** or **→** to cycle through the three available configurations.

As you change the configuration, you'll see a display of that controller's preset. Select the preset that will work best for you, then select EXIT. As many as 6 players can use this process to select configuration presets.

### EXIT

Exit back to the OPTIONS Menu.



# CUSTOMIZE TEAMS & PLAYERS

At the Main Menu, highlight CUSTOMIZE and press **X**.

The Customize Screen offers two features that allow you to customize a Team or Player.

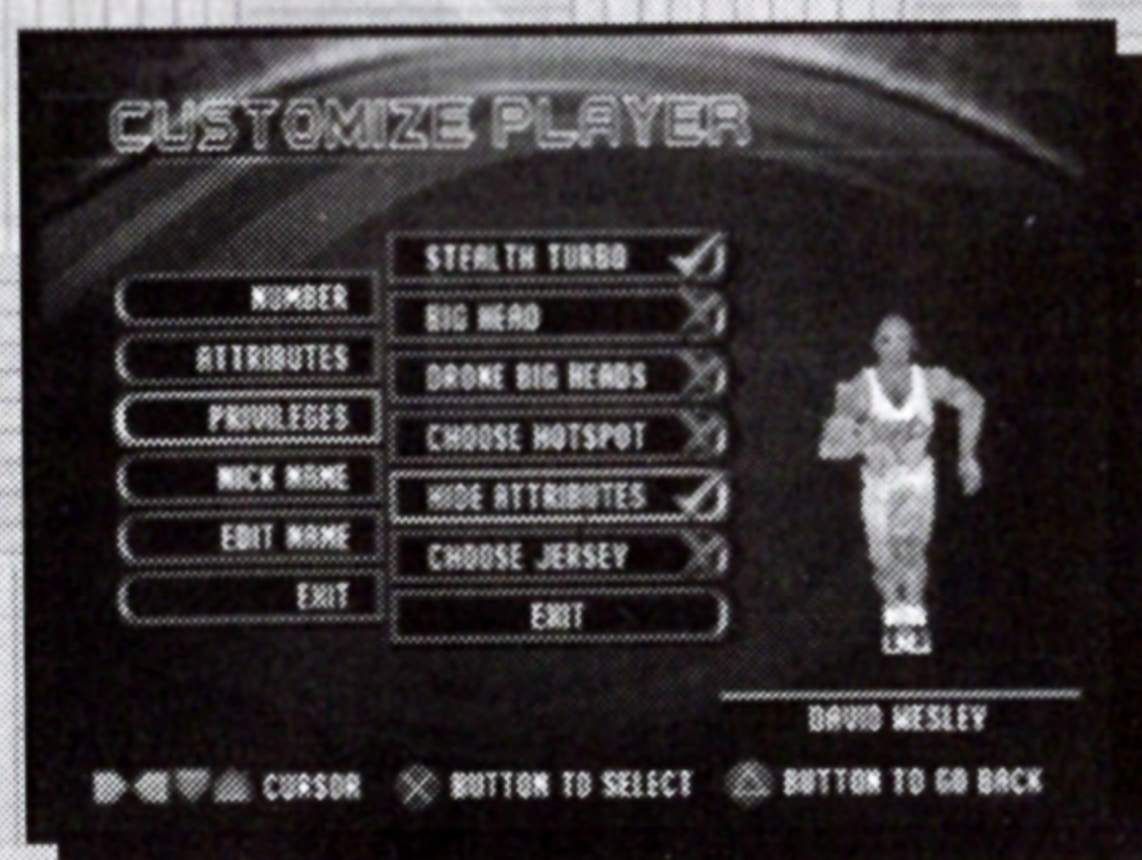
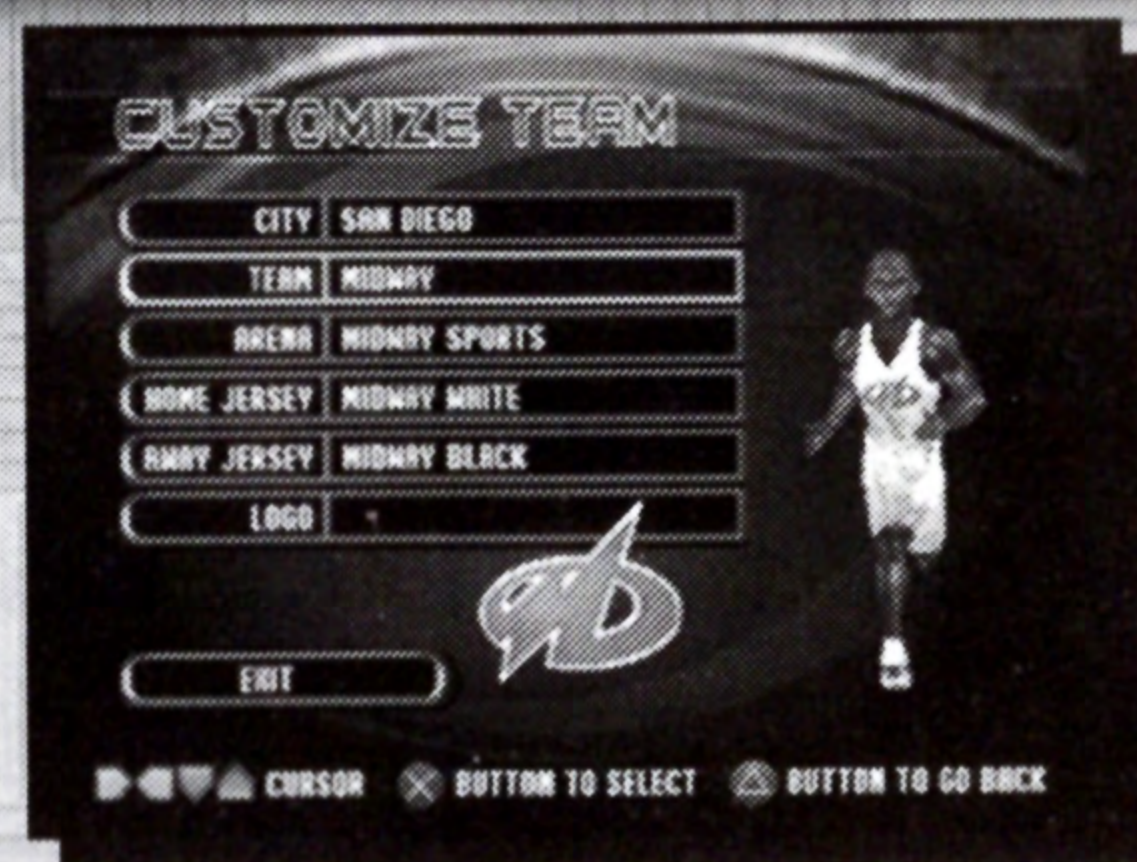
## TEAM

At the Customize Team Screen, press **↑** or **↓** to select the team information you want to modify, then press **X**.

You'll then have the choice to change TEAM or PLAYER information. Select TEAM to change the team's information.

When you select specific text, selectable letters will appear to the right of the screen. Press **↑**, **↓**, **←** or **→** to highlight a character, then press **X** to select it. You can change names for the CITY, TEAM, ARENA and the HOME and AWAY Jerseys. Repeat the process to type in and complete your team's new information.

To change the logo, select LOGO and press **←** or **→**. Choose a new logo and press **X**. Once you have everything set the way you want, press the **△** to return to the Main Menu.



## PLAYER

Select PLAYER to change attributes for players on that team. The Create Player feature essentially allows you to create your own player. You can change existing players' jersey number, their skill attributes as well as their name.

Press **↑** or **↓** to select the following options for customizing a player (next page):



# CUSTOMIZE TEAMS & PLAYERS

**Number** : Change the player's number. Press **↑**, **↓**, **←** or **→** to highlight a number, then press **⊗** to select it. Select EXIT to accept the new number.

**Attributes** : You can press **←** or **→** to modify several specific player attributes, but there's a limitation of 84 points to work with. You can earn points for every three wins. Every time you increase attributes (to boost up your player's attribute) you lose points. Every time you decrease your player's attributes you gain points. Remember that the stronger your player is in one attribute, the weaker they may be in another.

**Privileges** : Press **←** or **→** to select privileges. There are six privileges you can add to your character to help them on the court. You initially select 2 out of the 6 privileges, but you can earn new privileges as you improve your play.

**Stealth Turbo** - Your opponent won't know when you're using Turbo.

**Big Head** - Add a giant head to your character.

**Drone Big Head** - Add a giant head to your drone characters.

**Choose Hotspot** - Pick a hotspot on the court. When you shoot from that spot in the game, odds are you're going to nail it.

**Hide Attributes** - This will hide your attributes from your opponents.

**Choose Jersey** - Select a jersey for your player to wear at all times.

**Nick Name** : Give the player a new nick name. Press **↑** or **↓**, then press **⊗** to select one of the available names. Select EXIT to accept the new name.

**Edit Name** : Edit the player's name. Press **↑**, **↓**, **←** or **→** to highlight a character, then press **⊗** to select it. Repeat the process to spell out the new name, then select EXIT to accept the new number.



# LOADING & SAVING GAMES

In order to take advantage of the Load/Save features in NBA Hoopz, you must have a Memory card inserted in Slot 1 of your game console. Following each SEASON or TOURNAMENT game, NBA Hoopz will automatically save your customized options, Teams, Players, Season and Tournament data to your Memory Card. After the data is saved, you can continue your SEASON or TOURNAMENT or play again some other time. If you choose to play some other time, you'll want to use the Load or Save options from the Main Menu.

## LOAD

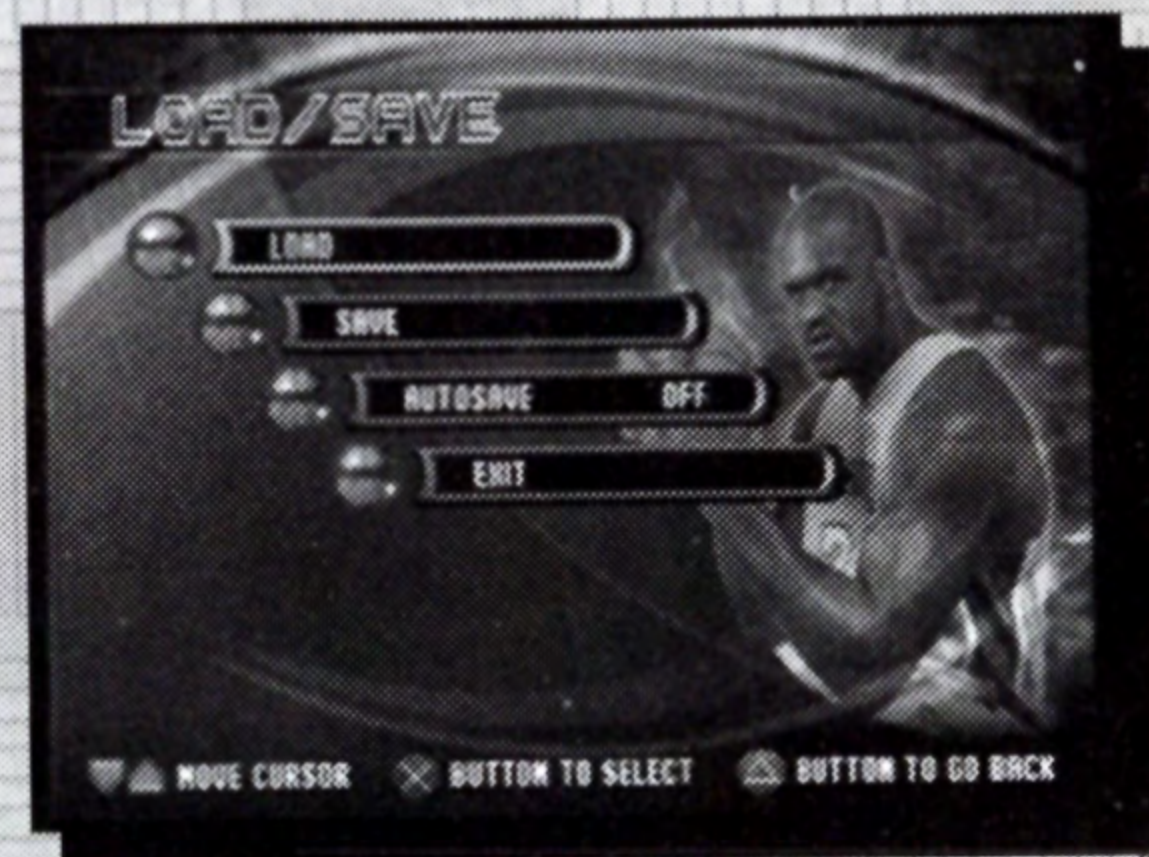
If you're ready to continue your saved season, select this option. The data will be loaded, so you can then select SEASON or TOURNAMENT and continue your march toward the championship.

## SAVE

Although SEASON and TOURNAMENT data is automatically saved after each game, you may still want to manually save data not associated. For example, you may want to select Save if you change your Controller Configuration just before powering down your console. In any case, it's also a nice safeguard to select SAVE before you power down or quit playing NBA Hoopz.

## AUTOSAVE

You can choose to automatically save your game data (records, created players, etc.) here. You can turn the option ON or OFF, but remember that you must have a Memory card inserted before and during play for this option to work.

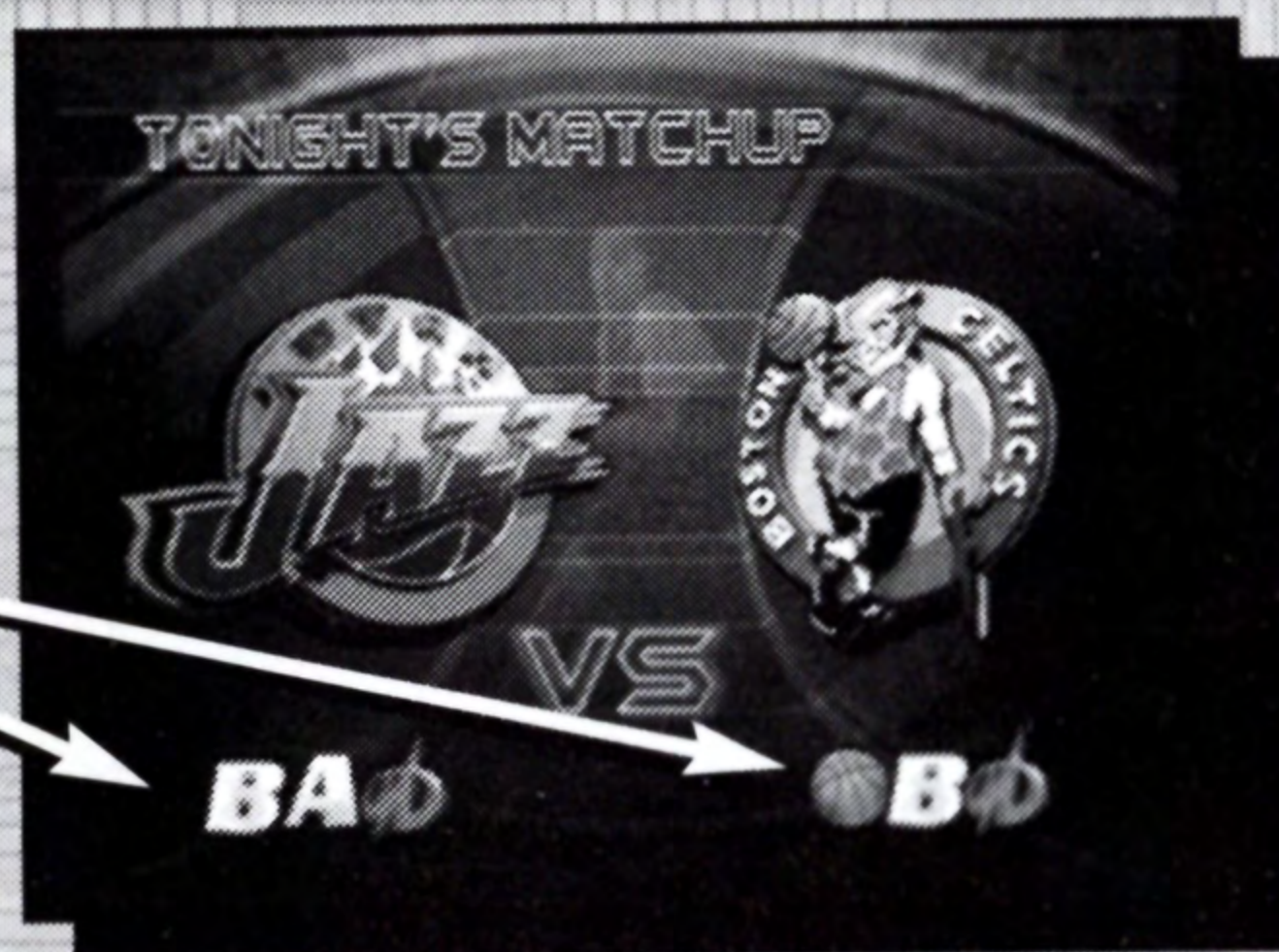


It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned ON. Make sure there are 6 free blocks on your MEMORY CARD before commencing play. Your MEMORY CARD is supported in MEMORY CARD slot 1 only.



# PLAYING THE GAME

CODE ICONS



When all of the players have been selected (and all of the players have pressed **X**), the Match-Up Screen will appear.

The Matchup Screen displays the names and logos of the two competing teams. At the bottom portion of the screen, you'll see code icons (one for a 1 player game, two for a 2 player game). You can enter codes by pressing the Turbo Button (first icon), Shoot Button (second icon) or the Pass Button (third icon). When the icons you want are displayed, press **↑**, **↓**, **←** or **→**.

To input more than one code, repeat the process. The codes you entered first will flash and remain on-screen. At this point, you can enter another code before the game starts. The first code you entered will be stored, as well as the second one. Do this procedure quickly, or you'll run out of time.

Codes for NBA Hoopz can be found in Strategy Guides, Magazines, on the Internet and with a little experimentation on your part.

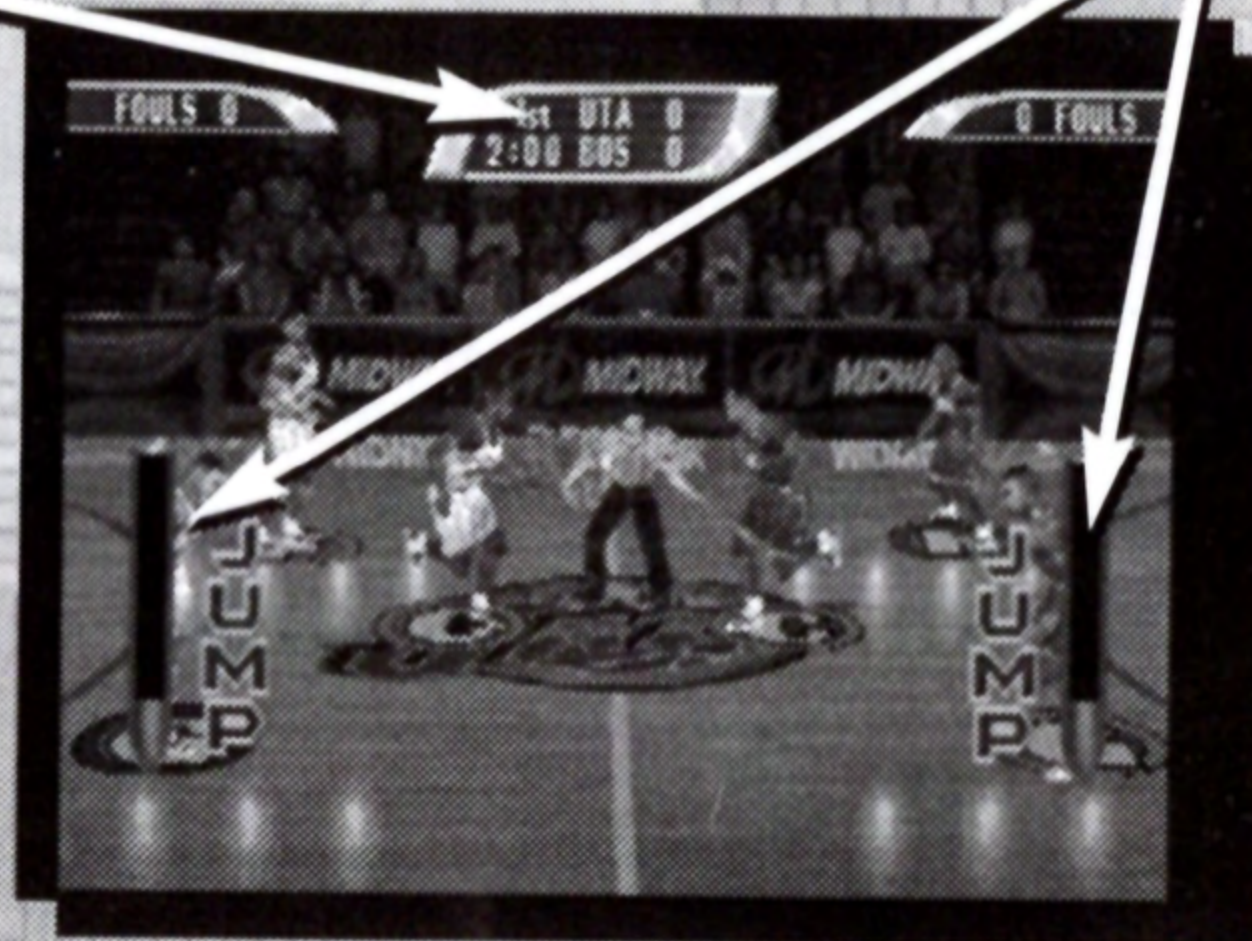


# PLAYING THE GAME

The next few pages will show you what to do in the game and what to look for!

SCOREBOARD

JUMP BALL METER



## JUMP BALL METER

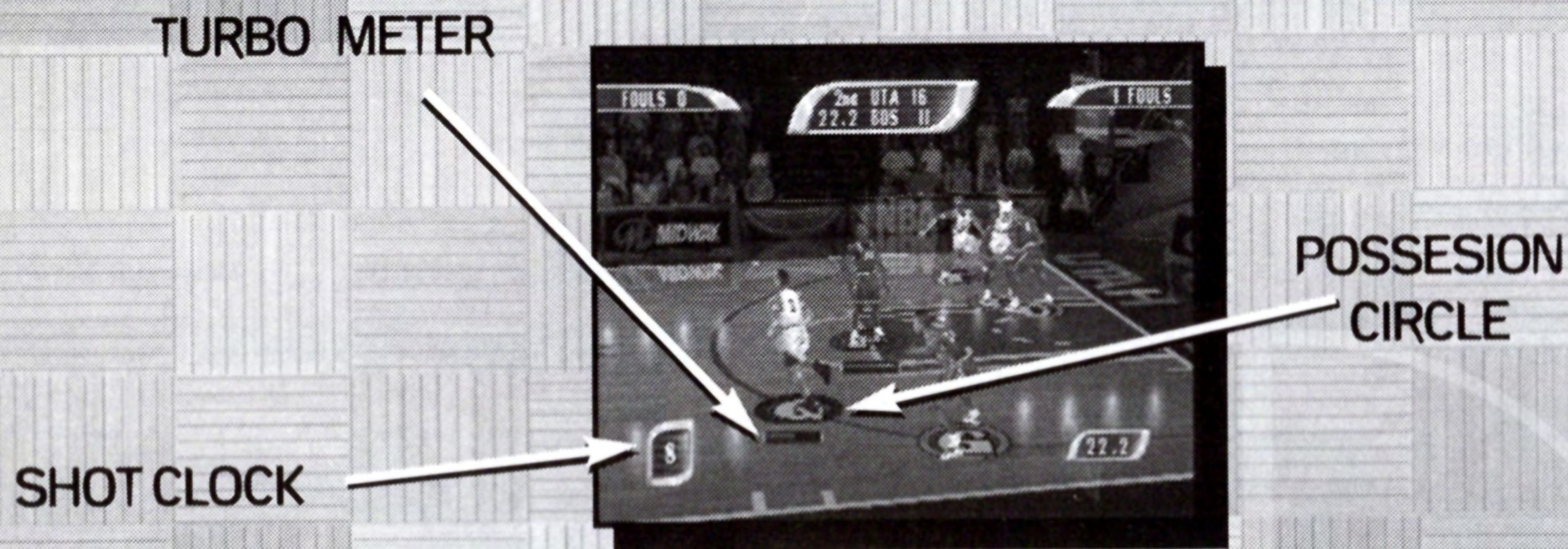
At the start of the game, your player is at center court for the jump ball. The gauges on the right and left display the jump power for each of the two players in the circle. To have a better chance to win the jump, quickly tap on your Turbo and Jump Button to boost the power and height of your jump.

## 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, it's displayed on the lower right of the screen until time expires.



# PLAYING THE GAME



## **TURBO METER**

TURBO METERS are found under the POSSESSION CIRCLE of each human controlled player. As you use your Turbo, the Blue (Player 1), Green (Player 2), Red (Player 3) or Yellow Bar (Player 4) diminishes until it's gone. It recharges automatically when you aren't using it. Your shoes will also illuminate as you use the Turbo.

## **SHOT CLOCK**

When you gain possession of the ball, you have 24 seconds to release the ball 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.

## **POSSESSION CIRCLES**

Below each player's feet is a colored circle containing a G, F, or C (Guard, Forward or Center). The letter lets players 1 through 6 know which player they're controlling.



# BASIC SKILLS

The next few pages are devoted to the basic skills you'll need to master. It may take some time, but once you get these moves down, you'll be hard to beat.

## DRIBBLING

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 execute a spin move around a player.

## SHOOTING

In NBA Hoopz, 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 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. Your best chance to nail your jumper occurs when you release the ball at the peak of your jump.

Also, to shoot around your opponent, try pressing the **Directional button** in all directions. Your player will execute a fade away, a lean-in shot, or a left/right leaning shot depending on which way you hold the **Directional button**.

## POINT & PASS SYSTEM

Passing isn't as simple or automatic as you might think. Use the **Directional button** to "aim" at a teammate, then press the **Pass Button**. Make sure your man is open when you pass. It's much harder to take the ball away from 3 players working as a team. You can also press the **Pass Button** as you go to the hoop to dish off to your teammate or to escape defensive opponents. Skilled Point Guards pass more creatively than Centers or Forwards. To execute a ONE-TIMER (Touch Pass), press the **Pass Button** again, just as the ball reaches the hand of a player receiving a pass. It's difficult, but quite hard to defend.



# BASIC SKILLS

## REBOUNding

Don't always assume the ball is going down. Time your jumps at the net. Press the **Shoot Button** and **Turbo Button** simultaneously to get high in the air. When you grab the rebound, your teammates 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 to tip it in. It's a pretty sweet move if you can pull it off.

## ON FIRE!

A player who sinks three hoops in a row (without letting their opponent score) becomes "On Fire". The ball will smoke when possession is gained and Unlimited Turbo is available. When a player On Fire shoots the ball, he has a much greater chance of making any shot. 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, all players are on fire with Unlimited Turbo until the other team makes an ally oop.

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'll start the next quarter On Fire.



# BASIC SKILLS

## HARD CONTACT

Here's a move that will help you start a run or make up some points. Press the Turbo and Pass Button to knock the ball out of his hands. The ball may or may not come loose, but it's a good opportunity to create a turnover. Be careful though, commit 5 fouls and your opponent will go to the Free Throw line!

## THE ALLEY OOP!

Dazzle your friends with this one. As you go hard toward your net, watch for a 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.



## 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 mis-time his block attempt.

## CLEARING OUT

If for some reason you're held 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.

## SPIN MOVE

As you dribble, quickly tap the Turbo Button twice.



# BASIC SKILLS

## THE DOUBLE DUNK

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 flashing teammate 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.

## 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.

## SHOOTING FREE THROWS

Occasionally, a player will be called for a foul, allowing another player to go to the free throw line. When you get up to the line, an accuracy gauge will appear on the lower left portion of the screen. Press **X** when the gauge's arrow reaches the center of the gauge. If you time it right, you'll nail the shot. The further off-center you stop the arrow, the more your accuracy will suffer. Try to stop the arrow dead center to increase your chances of making the shot. If you miss, be ready for the rebound.



### TIP

A player's position will give you an idea as to what skill he is best able to perform. Guards and Forwards tend to make more 3-pointers. A Center will get more rebounds and be harder to clear out. Forwards tend to drive higher and stronger to the hoop, doing more exciting dunks.

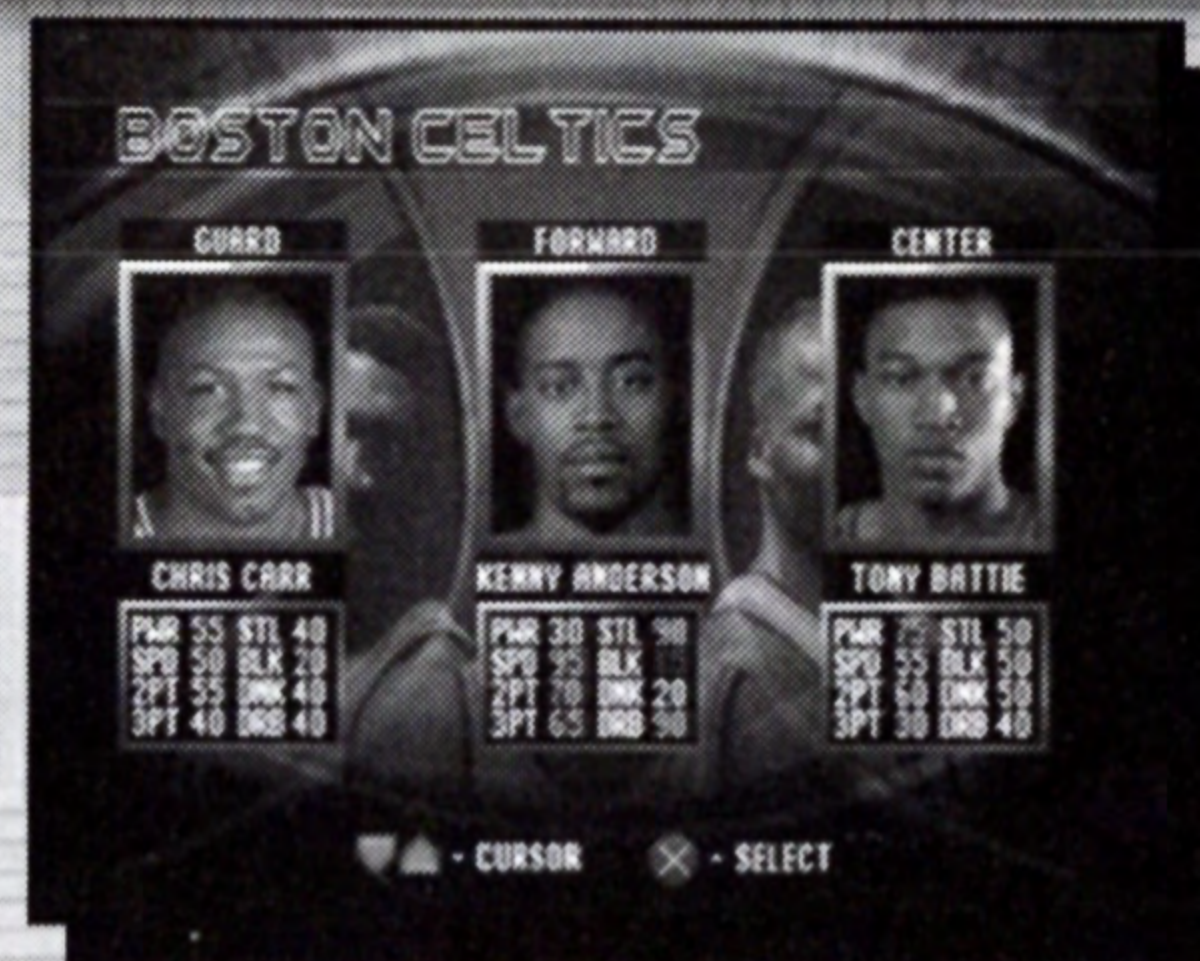


# INTERMISSIONS

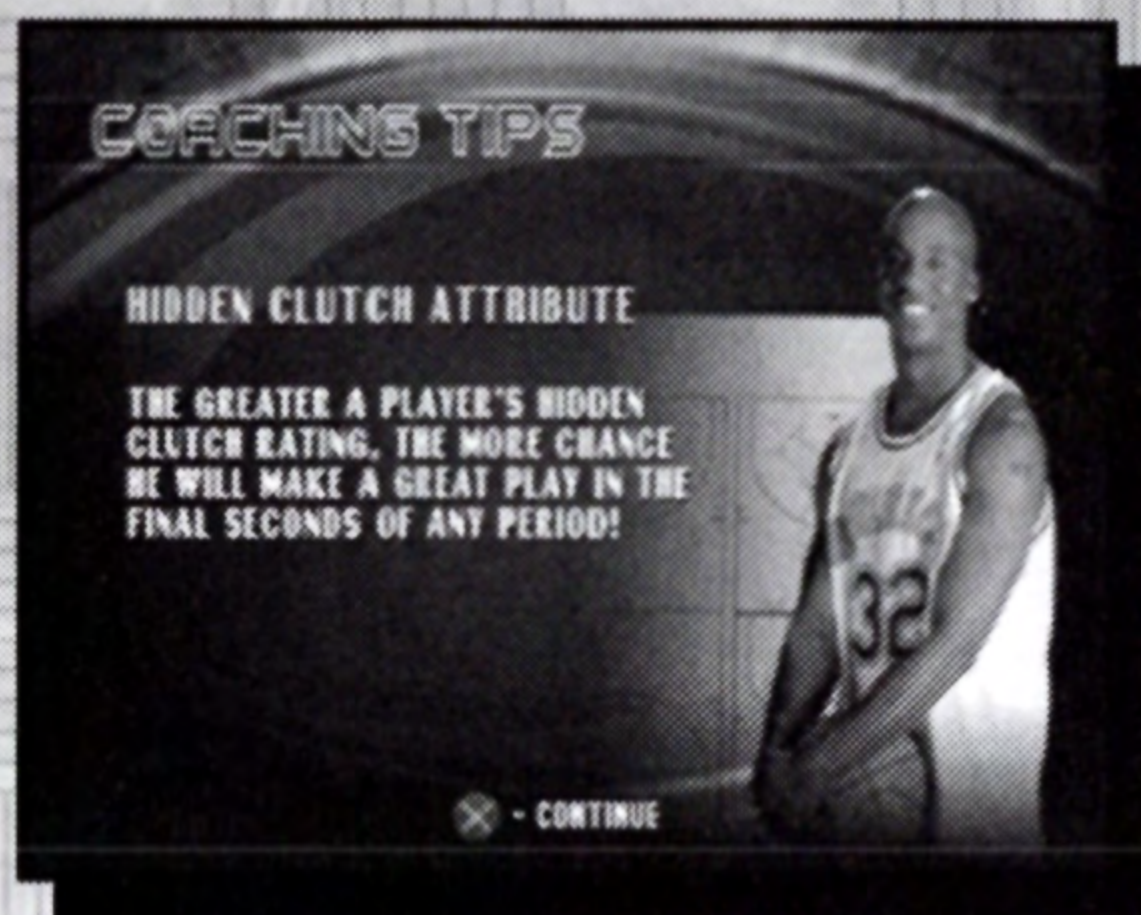
At Halftime, you have the opportunity to substitute one or all players from the team you're playing.

**Note:** You won't be able to change teams.

At the Substitution Screen, press ←, →, ↑ or ↓ to cycle through the available players, then press ⊗ to return to the floor.



## COACHING TIPS



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. The Coaching Tips can be turned OFF in the Options Menu (see Page 7 for more details).

At Halftime, the Halftime Stats Screen will appear with current game stats for all players in the game.

At Halftime and the end of the game, a statistics screen will appear. Following the End Game Stats Screen, the Scoring Breakdown Screen appears. It displays the breakdown of point totals for each quarter.





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Special Thanks	Chris Barker, Derek Crosby, Shawn Liptak & Lisa Fox







# WARRANTY

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