



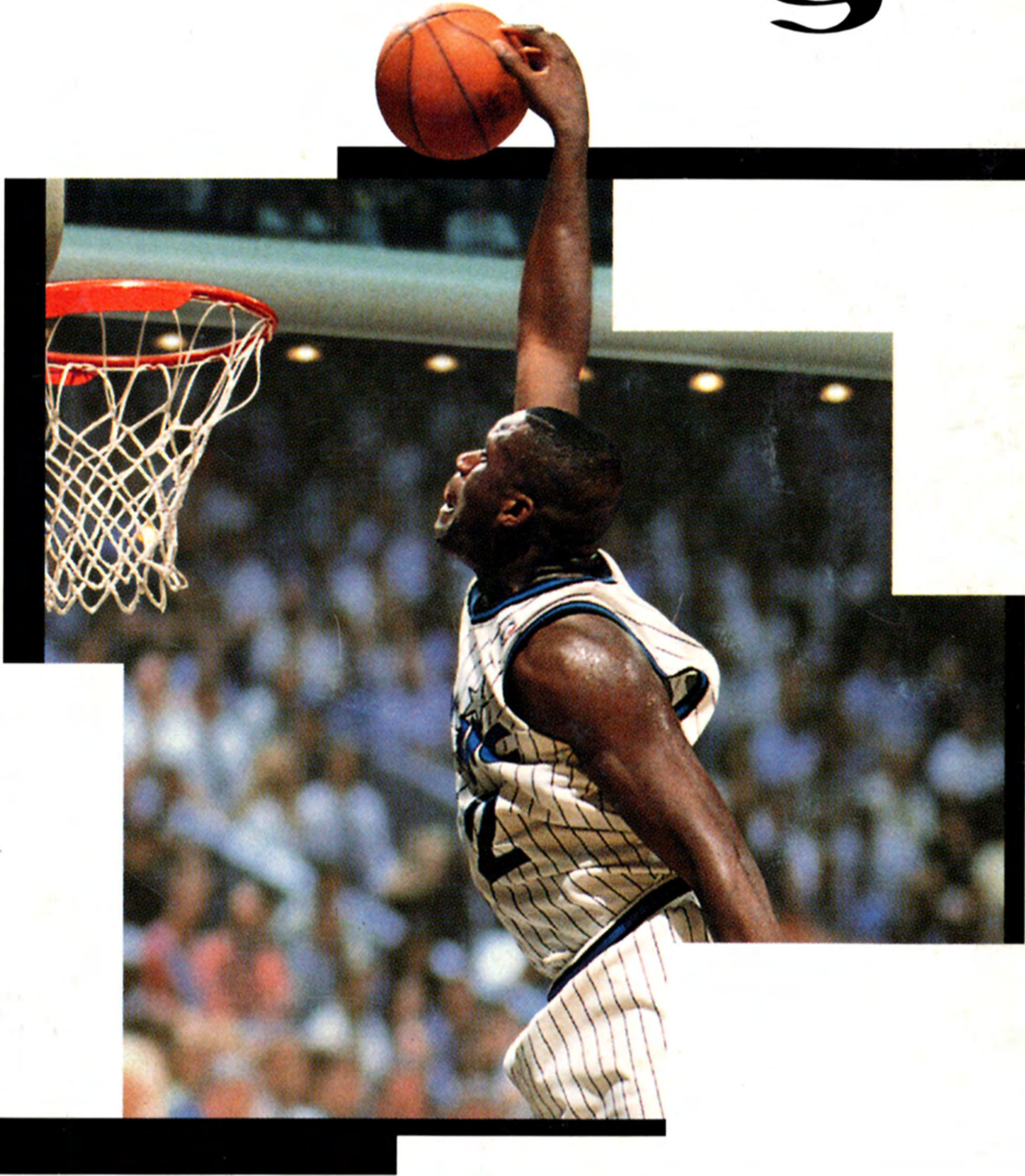
NTSC U/C

PlayStation™

NBA®



Live 96



KIDS TO ADULTS



SLUS-00060



**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.

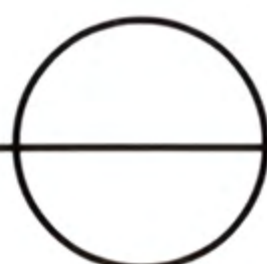
WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

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.

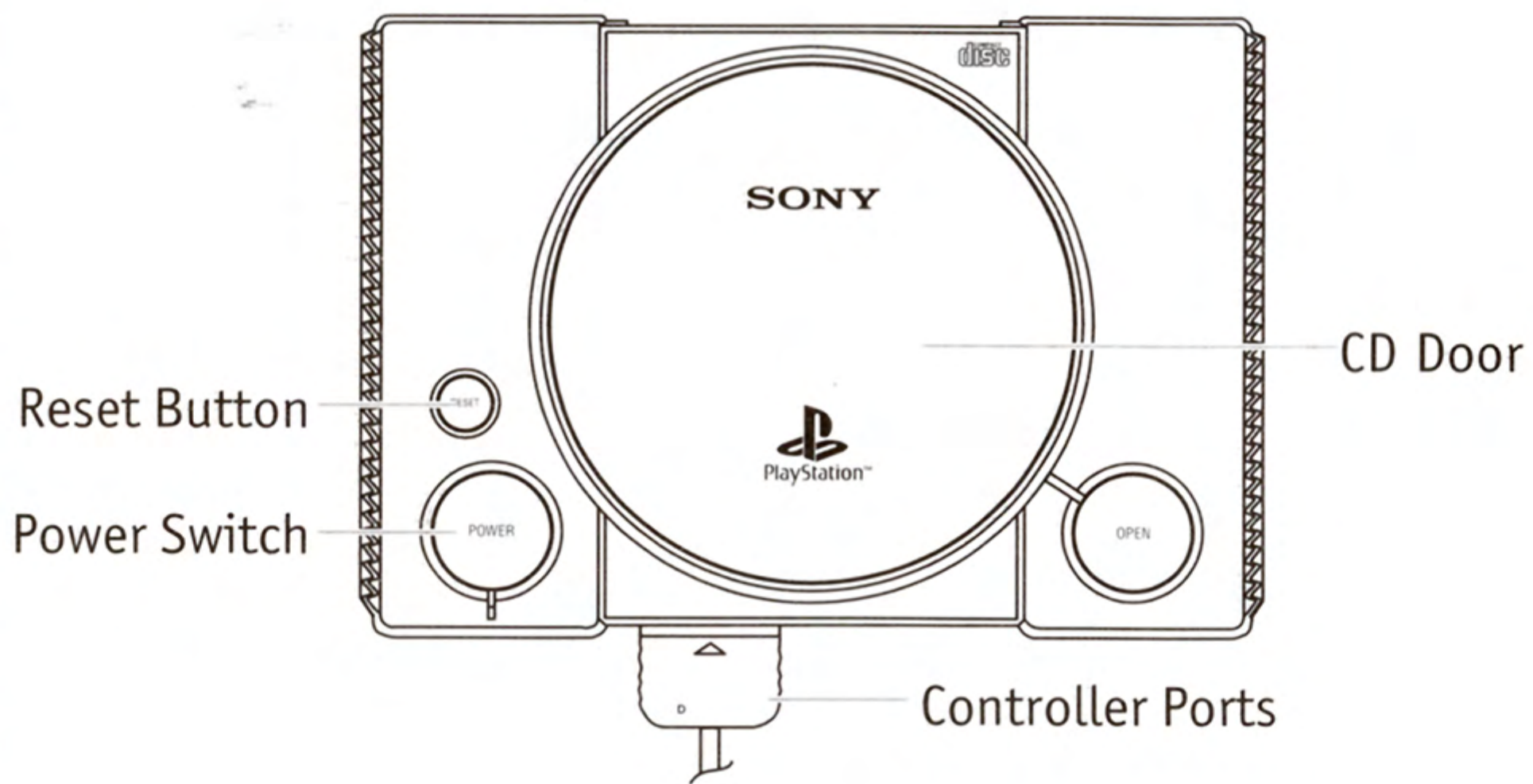
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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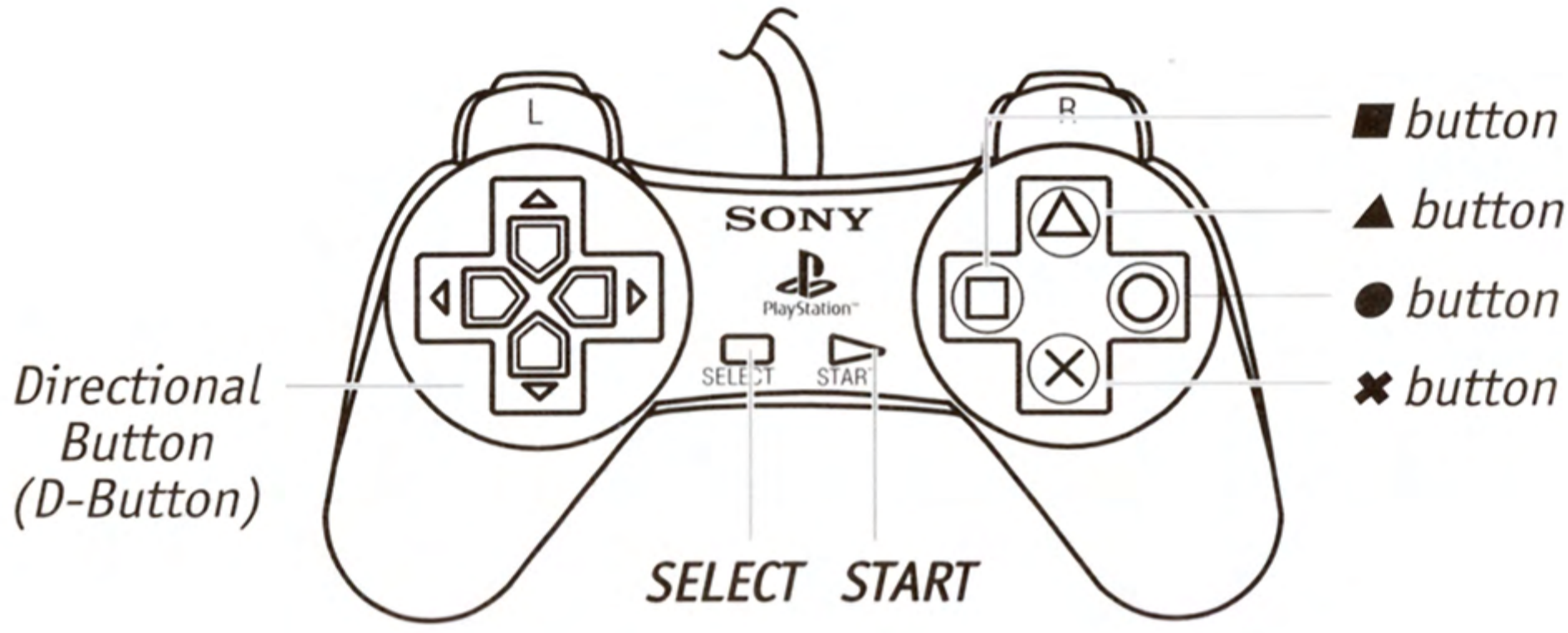
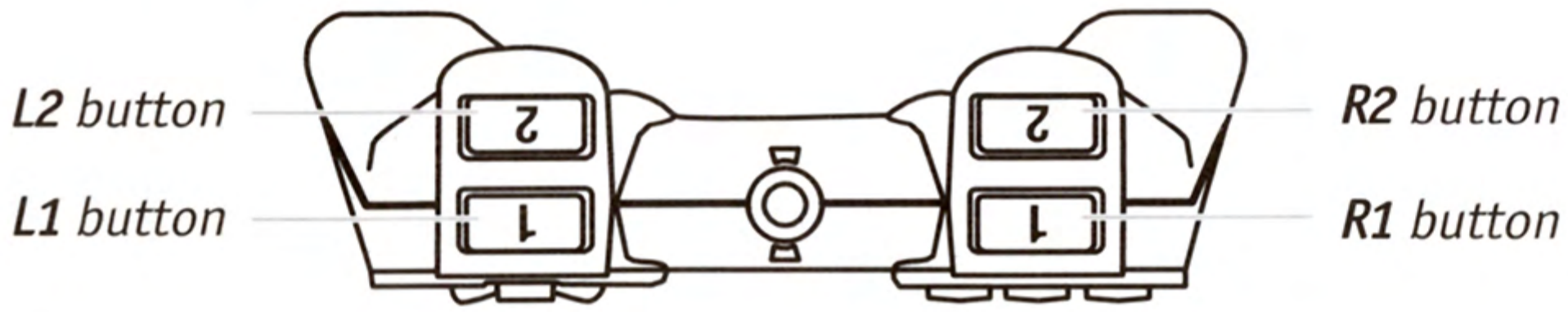
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STARTING THE GAME



1. 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.**
 2. Insert the *NBA Live 96* disc and close the CD door.
 3. Insert game controllers and turn on the PlayStation game console.
 4. The NBA and Dolby™ screens appear, followed by the video introduction sequence.
- ⇒ At each screen, press any button to advance to the next screen. The Game Setup menu appears. See *Game Setup Menu* on p. 6.

CONTROL SUMMARY



DEFAULT GAMEPLAY CONTROLS

| | |
|----------|-------------------------------------|
| D-Button | Move player |
| START | Pause game (▲ to quit while paused) |
| SELECT | Pause to Game Options menu |
| R1 | Turbo mode |

Offense—with the ball

| | |
|---|---|
| ■ | No action |
| ▲ | Deke move (if available) |
| × | Pass (D-Button to choose receiver) |
| ● | Shoot (press to jump; release to shoot) |

Offense—without the ball

| | |
|---|--|
| ■ | Make computer ballhandler shoot |
| ▲ | Call for pass from computer ballhandler (jump to rebound or tip-in after shot) |
| × | Take control of computer ballhandler (If ballhandler is human-controlled, switch to player nearest the ball; D-Button to choose specific player) |
| ● | No action |

Defense

- Steal
 - ▲ Jump to rebound or block shot
 - ✕ Switch players (D-Button to choose player)
 - Hand-check
-

PLAYCALLING

- ⇨ To choose an offensive set before you inbound the ball or while you're on defense, press **R2** + a D-Button direction. (D-Button + ↩ to select computer Auto Switching.)
- ⇨ To call an offensive play from the current set while the ball is live on offense, press **R2** + a D-Button direction.
- ⇨ To choose a defensive set while on defense, press **L2** + a D-Button direction.
- ⇨ To call Quick Play 1—8, press **L1** + a D-Button direction.
- ⇨ To call Quick Play 9—16 (offense only), press **L2** + a D-Button direction.

TURBO MODE

- | | |
|-----------------------|--------------------------------|
| R1 + D-Button | Run faster |
| R1 + ● (Check) | Hard hand-check (defense only) |

MENU CONTROLS

| Action | Control |
|---|--------------|
| Highlight menu item | D-Button ↑ ↓ |
| Change highlighted item or highlight command button | D-Button ← → |
| Activate highlighted command button | ✕ |
| Activate Help screen | ▲ |
| Return to previous screen (Cancel) | SELECT |
| Advance to next screen (Accept) | START |

INTRODUCTION

Welcome to *NBA Live 96* for the PlayStation game console! In its first incarnation, *NBA Live 95* set the b-ball world on fire on its way to becoming the top-selling five-on-five basketball game of all time. But we're not resting on last year's props—this version has 3D-rendered players, a first for any version of *NBA Live*. More importantly, the authentic gameplay and strategy you'd expect in an *NBA Live* game is all here.

- Exhibition, Season, and Playoff modes, with memory card back-up and 1995-96 schedule.
- All 29 NBA teams (including the Vancouver and Toronto expansion teams) plus 2 All-Star teams.
- Real NBA players updated with complete 1994—1995 stats.
- 3D court views with moving cameras and multiple camera angles.
- Realistic digital player animations, with a whopping assortment of dunks, dribbling moves, tip-ins, and more.
- Realistic strategy, including roster management and on-the-fly playcalling.
- Bonus CD audio tracks that play on your stereo.

How to play the CD tracks

Tracks 2 and beyond on the *NBA Live* CD are filled with extended remixes from our resident doctor of da funk, Traz Damji. To hear the tunes:

1. Insert the CD in your audio CD player.
2. Advance your player to track 2, then press Play.

Do not play track 1. It contains game data that may damage your audio system.

Track listings: 1: *Data; do not play* 2: Showtime! 3: Squeaky Clean 4: Peanut Butter and... 5: Backcourt Slide 6: Exper-tease 7: Order in the Court 8: Pass'n Bye

Bonus tracks from *NBA Live 95*: 9: Move' n Groove 10: Hip-Hop Scotch 11: Subway Graffiti 12: Hang-time 13: Low Phat Butter 14: Downtown 3's 15: Backdoor Shuffle

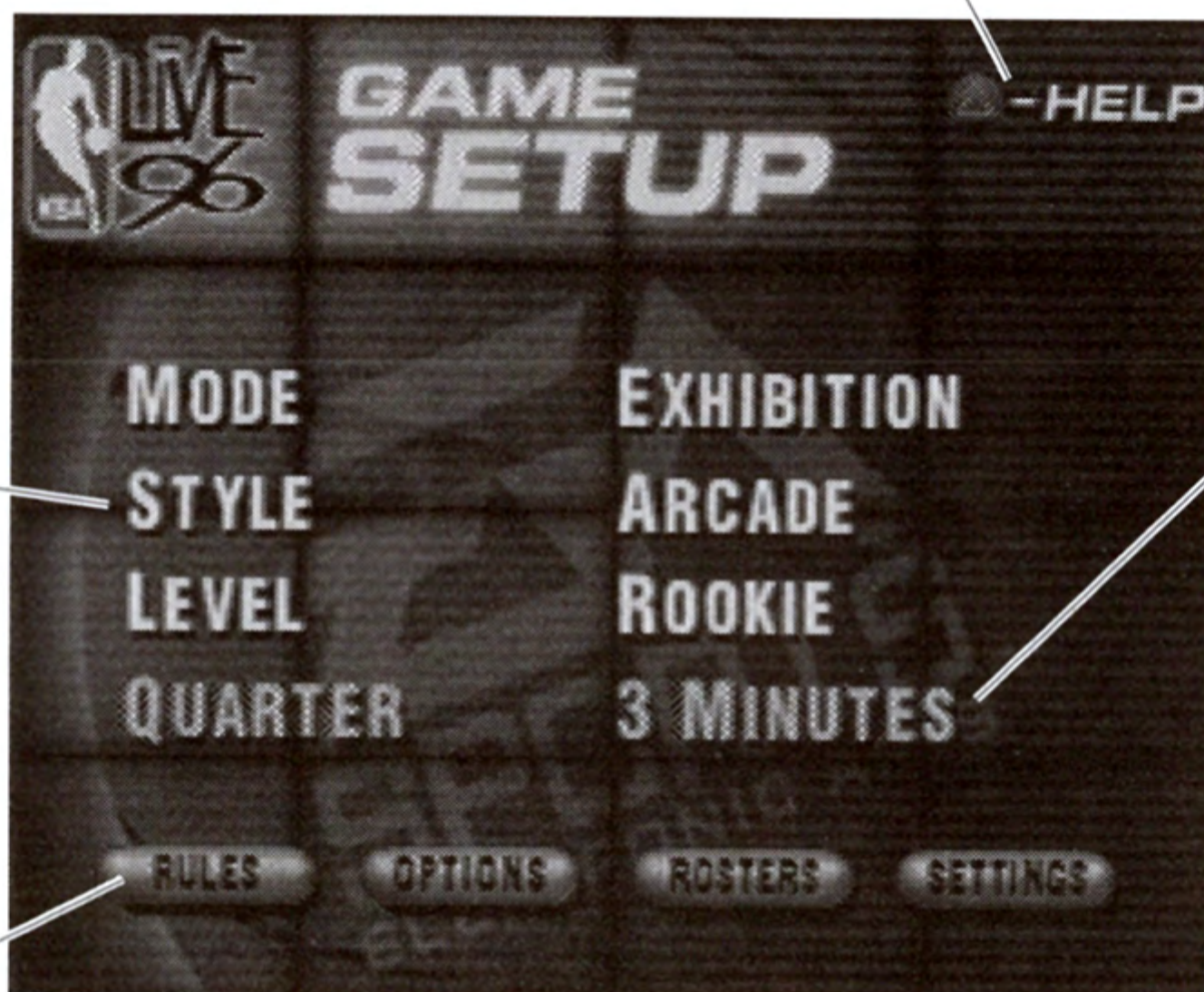
SETTING UP THE GAME

GAME SETUP MENU

Use the Game Setup menu to choose the game mode, style, and difficulty you want. Default options are listed in **bold type** in this manual.

Press **▲** to get help on how the buttons work

D-Button **↑↓** to highlight menu items



D-Button **←→** to change highlighted item

Press **✕** to activate button

Press **START** to proceed

Action

Control

Highlight menu item

D-Button **↑↓**

Change highlighted item or highlight command button

D-Button **←→**

Activate highlighted command button

✕

Activate Help screen

▲

Return to previous screen/Cancel

SELECT

Advance to next screen/Accept

START

EA TIP

These controls are used in all menus in *NBA Live 96*, so learn 'em here and use them everywhere.

- MODE**
- EXHIBITION:** Play a single game with any NBA or All-Star teams.
- SEASON:** Start a new Season where you control an NBA team. See *Season Play* on p. 24.
- PLAYOFF:** Start a new Playoff tournament with any NBA teams. See *The NBA Playoffs* on p. 27.
- LOAD GAME:** Go to the Load screen to restore a saved Season or Playoff file, or delete unwanted files. See *Load Game Menu* on p. 10.
- STYLE**
- ARCADE:** Up-tempo basketball where the players never tire, get injured, or foul out.
- SIMULATION:** Absolute realism. Players tire, get injured, and foul out; and you must substitute accordingly.
- CUSTOM:** Use last Rules menu settings for rules and simulation options.
- LEVEL**
- ROOKIE:** The easiest difficulty level. It's easy to score, and the computer team isn't too hard on you.
- STARTER:** Average difficulty; the computer plays harder on defense.
- ALL-STAR:** Showtime! It's difficult to make steals or block shots, and the computer offense and defense are cranked up.
- QUARTER**
- The length of a quarter can be set to 3, 5, 8, or 12 MIN.
- RULES**
- Go to the Rules menu. See *Rules Menu* below.
- OPTIONS**
- Go to the Options menu to set sound, control, and display options. See *Options Menu* on p. 9.
- ROSTERS**
- Go to the Rosters menu to view or change rosters, or make trades. See *Rosters Menu* on p. 22.
- SETTINGS**
- Save or load game preferences, team rosters, and options settings to/from your memory card.
- ⇒ To load previously saved preferences and rosters from your memory card, D-Button ←→ to highlight LOAD and press ✕.
 - ⇒ To save the current preferences to your memory card, highlight SAVE and press ✕.

RULES MENU

Use this menu to set custom rules and simulation options. Default (Arcade) settings are listed in **bold**.

- Defensive Foul Frequency** This slider (**OFF** by default) sets the likelihood that defensive fouls are called. D-Button \leftrightarrow to set the sensitivity. The more the bar turns red, the more fouls are called.
- Charging Frequency** Sets the likelihood that offensive fouls are called by the referees (**OFF** by default).
- Foul Out** Set player foul outs ON or **OFF**. When ON, players are ejected when they commit their sixth foul.
- Out Of Bounds** Toggle out of bounds calls ON/**OFF**.
- Backcourt Violation** Toggle "over and back" backcourt calls ON/**OFF**.
- Traveling** Toggle traveling calls ON/**OFF**. When ON, a player cannot move his pivot foot after he stops dribbling.
- Goaltending** Toggle goaltending calls ON/**OFF**. When ON, a defensive player may not interfere with a shot after it starts downward and has not yet touched the rim.
- 3 In The Key** Toggle three second calls ON/**OFF**. When ON, offensive players cannot stay in the key for longer than three seconds at a time.
- 5 Second Inbounding** Toggle 5 second inbound clock ON/**OFF**. When ON, you must inbound the ball within 5 seconds.
- 10 Second Half Court** Toggle 10 second half court clock ON/**OFF**. When ON, you have 10 seconds to advance the ball over the half court line after inbounding in the backcourt.

Shot Clock Toggle 24 second shot clock **ON/OFF**. When **ON**, you have 24 seconds per offensive possession to get off a shot. Every time a shot hits the rim or a change of possession occurs, the clock is reset.

Injuries Turn player injuries **ON/OFF**. When **Injuries** are **ON**, every time a player gets knocked down there is a small chance he will be injured. An injured player is only affected during the current game.

Fatigue Toggle player fatigue **ON/OFF**. When **ON**, players tire, and you must substitute accordingly.

- ⇒ To accept the changes and return to the Game Setup menu, press **START**. (Press **SELECT** to cancel any changes and return to the Game Setup menu.)

OPTIONS MENU

Set sound, display, and control options.

Music Volume Move the slider left/right to set the volume of the music that plays during menu screens.

SF/X Volume Set the volume of game sound effects.

Crowd Volume Set the volume of crowd sound effects.

Shot Control Toggle shot control between **MANUAL** and **AUTOMATIC**. In **MANUAL** mode, the chance the shot will go in is determined by the distance, angle, and button release point of the shot. In **AUTOMATIC** mode, the shot's probability is determined by the NBA player's statistics and attributes rather than player control.

Keep Scores Close Toggle **ON/OFF**. If **ON**, the abilities of the team that's behind are increased to help them get back in the game.

Slow Motion Dunks Turn automatic slow motion for spectacular slams **ON/OFF**.

Player Indicator

Cycle the text that appears below human-controlled players—POSITION (PG, SG, etc.), player JERSEY NUMBER, POSITION *and* NUMBER, **NAME**, or NONE.

Sound

Toggle sound between **STEREO** or **MONO**.

LOAD GAME MENU

Load or delete previously saved series or preferences files from the memory card in slot 1. Note that files saved by other games are accessible from this screen; you may delete them if you wish, but do not try to load them.

- ⇒ To highlight a file, D-Button **↑↓**. The size in blocks of each file is listed to the right of the filename.
- ⇒ To load the highlighted file, press **✕**.
- ⇒ To delete the highlighted file, press **■**. File deletions are permanent—pressing **SELECT** to cancel out of the screen doesn't undo the deletion.

Note:

Team rosters are stored in the NBA Live '96 file, which also contains the game options settings. *Deleting this file erases all changes to the default rosters.*

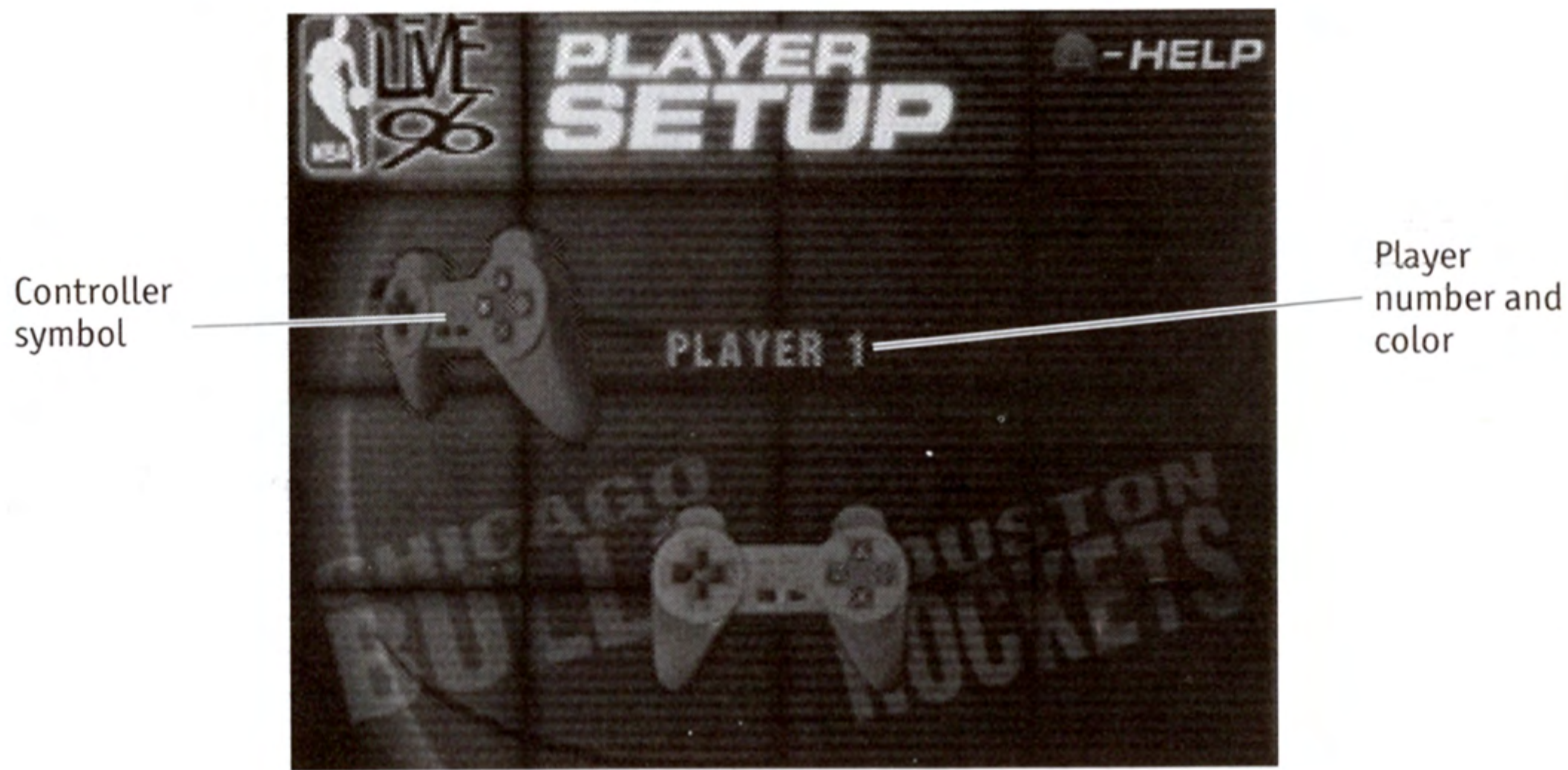
TEAM SELECT SCREEN

The Team Select screen appears before every exhibition game. The visiting team is shown on the left side of the screen, and the home team is shown on the right. Team rankings appear below the team logos when NBA teams are selected.

- ⇒ To toggle the highlight between the home and visitor teams, press **✕**.
- ⇒ To change the highlighted team, D-Button **←→** to cycle through the NBA and All-Star teams.
- ⇒ To sort the teams by ranking, D-Button **↑↓** to highlight a rating. As you D-Button **←→** you cycle through the teams as sorted by that rating.
- ⇒ Press **START** to continue. The Player Setup screen appears.

PLAYER SETUP SCREEN

A symbol for every controller plugged into the system appears on this screen. Up to eight players may play if two Multi Tap adapters are attached.



1. To select the team you control, D-Button \leftrightarrow . Position the controller symbol under either team to select that team or in the middle to select computer control.
2. When all players have selected their teams, press **START** to continue. The Pregame Introduction screen appears.

PREGAME INTRODUCTION

Before the game, the Pregame Introduction displays the teams and home court.

THE TIP-OFF

Every game starts with a tip-off between the centers.

- ➡ To jump for the tip-off, press \blacktriangle .

PLAYING THE GAME

A colored circle appears under the player you control. When you have the ball, the circle is filled; when you don't have the ball the circle appears as an outline. Depending on which controller you're using, the circle has a different color.

Offense and defense require different skills in *NBA Live 96*, just like in the NBA. While you always move your player the same way, the buttons have different functions on offense and defense. Learn the controls first; then you can focus on your basketball skills and strategy.

EA TIP

If your player is offscreen, an arrow the same color as your control circle points toward him from the edge of the screen. D-Button in the opposite direction of the arrow to bring him back onscreen.

EA TIP

When your player's circle is pulsing, he's on a hot streak, and his attributes are temporarily boosted.

Note:

The default controls are described in this manual. If you choose a different controller setup, your control buttons will vary.

OFFENSE

MOVING WITH AND WITHOUT THE BALL

- Press the D-Button in the direction you want to move. You continue to move and dribble as long as you hold down the D-Button. When you release the D-Button, you stop moving, but maintain your dribble.
- To execute a Deke move, press ▲. The player executes a spin move or crossover dribble if his Dribbling ability and proximity to other players allow it.
- When you start to pass or shoot the ball, you stop dribbling. Once you stop dribbling, you cannot use the D-Button to move again, or the refs call traveling.

- ⇒ To run faster, hold down the **R1** button while moving. This kicks you into Turbo mode, where you may be able to catch another player from behind or make a lightning drive to the bucket.

PASSING

- ⇒ To pass to the default receiver, press **X**. To retain control of the passer (perfect for give and go plays), hold **X** until the receiver catches the ball.
- ⇒ To pass to a specific player, use the D-Button to aim the pass while pressing **X**.
- ⇒ To throw an alley-oop pass, throw the ball to a player with a clear path to the basket. If he is in a position to jump for an alley-oop, an alley-oop play is automatically executed.
- ⇒ To call for a pass from a computer-controlled player, press **▲**.

EA TIP

Since you can throw the ball faster than you can run, passing is the quickest way to move the ball on the court. Ball movement is the key to offensive success—NBA defenses can contain almost any single player, but good passing confuses even the best defense.

SHOOTING

Players shoot differently depending on who and where they are. For instance, when shooting from the outside, the player will try a jumpshot. Closer in, and he may try a hook shot. Near the hoop, he'll try one of a variety of layups or slams depending on his height and ability.

- ⇒ To shoot, press and hold **●**. Release the ball at the top of your jump by releasing the button.
- ⇒ To fake a shot, tap **●**.
- ⇒ To make a computer-controlled player shoot, press **■**.

EA TIP

If you press **X** before you release **●**, you can still pass the ball after you leave your feet to shoot.

REBOUNDING AND TIP-INS

You can crash the boards after a shot. If your player has good position, he tries to tip the ball in the basket when he jumps.

- ⇒ To jump to grab a rebound or tip the ball in, press ▲.

24 SECOND SHOT CLOCK

From the moment you gain possession of the ball, you have 24 seconds to get off a shot that hits the rim. (Unless the shot clock is turned off in the Rules menu.) Each time the ball hits the rim or a change of possession occurs, the clock is reset. The 24 second clock appears when there are 10 or fewer seconds left.

- If you don't get a shot off before the 24 second clock expires, the refs call a shot clock violation, and the other team gets possession.

DEFENSE

Everyone wants to make the sports highlights with awesome dunks, but to win games you have to play tough D.

SWITCHING DEFENDERS

You can switch to the defender nearest the ball at any time, assuming he isn't controlled by another human player.

- ⇒ To take control of the defender closest to the ball (between the ball and basket), press ✕ without pressing the D-Button.
- ⇒ To take control of a specific defender, D-Button in the direction of the defender and press ✕.

EA TIP

Your first order on defense is to stop the ball, so get a man on the ballhandler before he reaches the top of the key. This cuts off easy penetration and slows down the offense.

STEALS

When you're close to the ballhandler, you can try to reach in and steal the ball.

- ⇒ To steal the ball from an opponent, press ■.

You have to be close to the man with the ball to pull off a steal. But don't get too aggressive unless you want to get whistled for a foul.

SHOT BLOCKING AND REBOUNDING

You can jump to try to block a shot or grab a rebound.

☞ To jump to reject a shot or work the glass, press ▲.

You can hand-check the offensive player to get better position:

☞ To hand-check, press ●. To hand-check especially hard, hold R1 while pressing ●. (The ref may call you for a foul, though.)

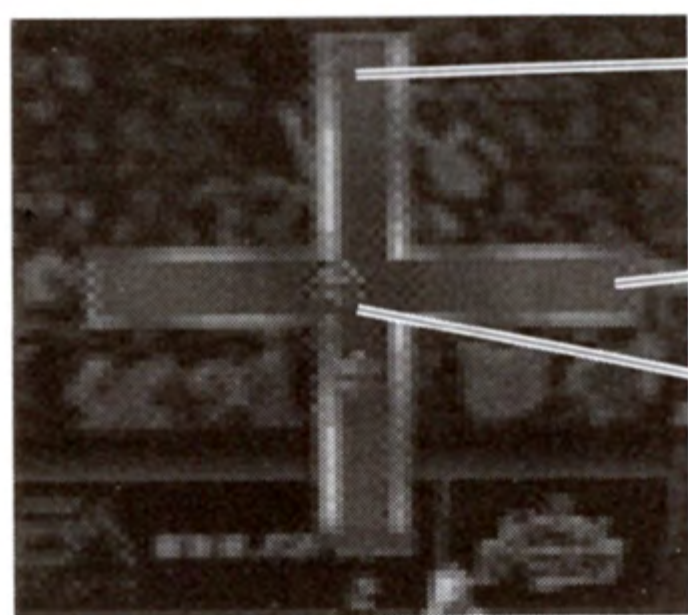
INFRACTIONS

An offensive player gets to take free throws as follows:

- ☐ When a player is fouled after the defense commits 5 or more team fouls in a quarter, he gets 2 free throws. Offensive fouls don't count as team fouls.
- ☐ When a player is fouled in the act of shooting, he goes to the line. The basket counts if it is good, and the player gets one free throw. If the shot misses, the player gets two free throws. (Three if he was fouled beyond the three-point line.)
- ☐ After a flagrant foul, the offense gets two free throws plus possession of the ball.
- ☐ When a player fouls out or is injured, the computer automatically subs in a new player.

FREE THROWS

Use the T-Meter™ to aim your shots from the line. The T-Meter appears when your player goes to the charity stripe.



Distance

Left/right aim

Press ● or ✕ to stop the ball in the center of the meter

The ball moves left/right on the horizontal bar to control the left/right accuracy of your shot.

- ⇨ Press ● or ✕ when the ball is in the center of the bar to aim your shot.

The ball moves up/down on the vertical bar to control the distance of your free throw.

- ⇨ Press ● or ✕ when the ball is in the center of the vertical bar to set the distance of your shot. The player shoots the ball, and normal play resumes.

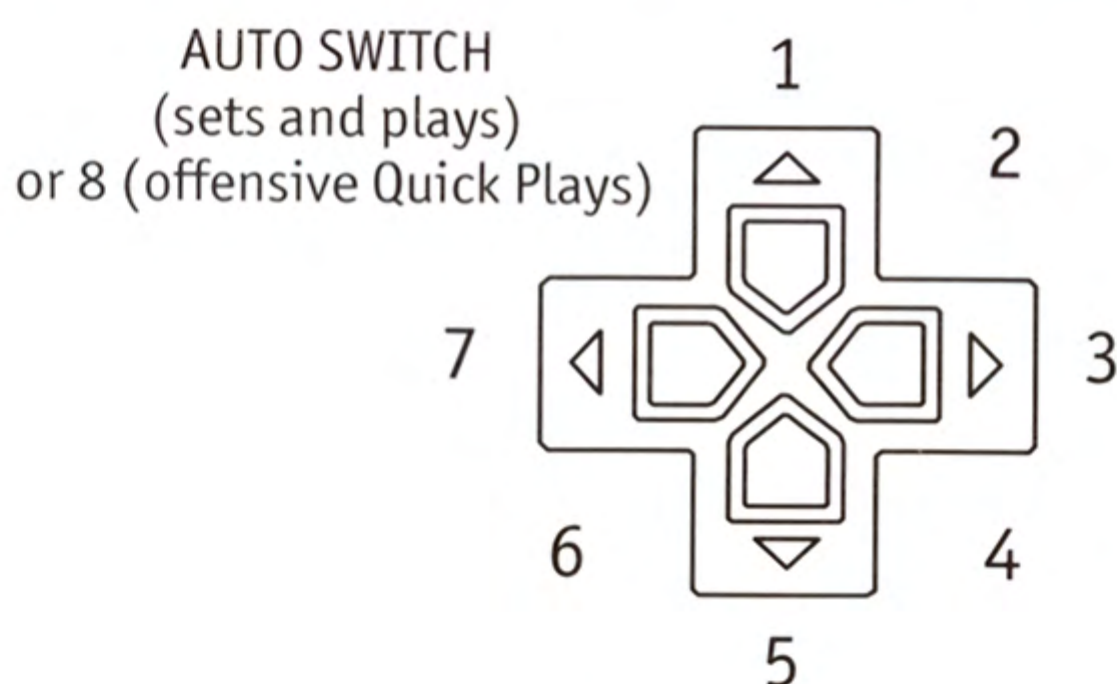
The speed the basketball cursor travels on the bars of the T-Meter is controlled by the player's Free Throw rating—the better the rating, the slower the ball travels—and the game difficulty mode.

PLAYCALLING

The computer automatically calls offensive and defensive sets and plays that it thinks are appropriate to the game situation, but if you want more control, you can call your own sets and plays.

To choose an offensive set before you inbound the ball or while you're on defense:

- ⇨ Press R2 + a D-Button direction. D-Button ↑ = set 1, ↗ = set 2, → = set 3, and so on. ↖ selects AUTO SWITCH, where the computer calls sets and plays.



To call an offensive play from the current set while the ball is in play:

- ⇨ Press R2 + a D-Button direction to call plays 1–7.
- ⇨ Press R2 + D-Button ↑ to have the computer randomly select plays from the set.

To call a defensive set while on defense:

- ⇨ Press L2 + a D-Button direction to call sets.

To call a Quick Play while the ball is in play:

- ⇒ To call Quick Plays 1–8, press L1 + a D-Button direction.
- ⇒ To call Quick Plays 9–16 on offense only, press L2 + D-Button. D-Button ↑ = Quick Play 9, ↗ = Quick Play 10, → = Quick Play 11, and so on.
- Follow the diagram steps illustrated in *Sets and Plays* starting on p. 30 to execute the play or Quick Play. Computer-controlled players will move as outlined on the diagram, but you must control the actions of the ballhandler.

EA TIP

The plays and sets are guidelines, but NBA players aren't robots—you make the play happen. We've drawn the X's and O's, but it's up to you to orchestrate your team.

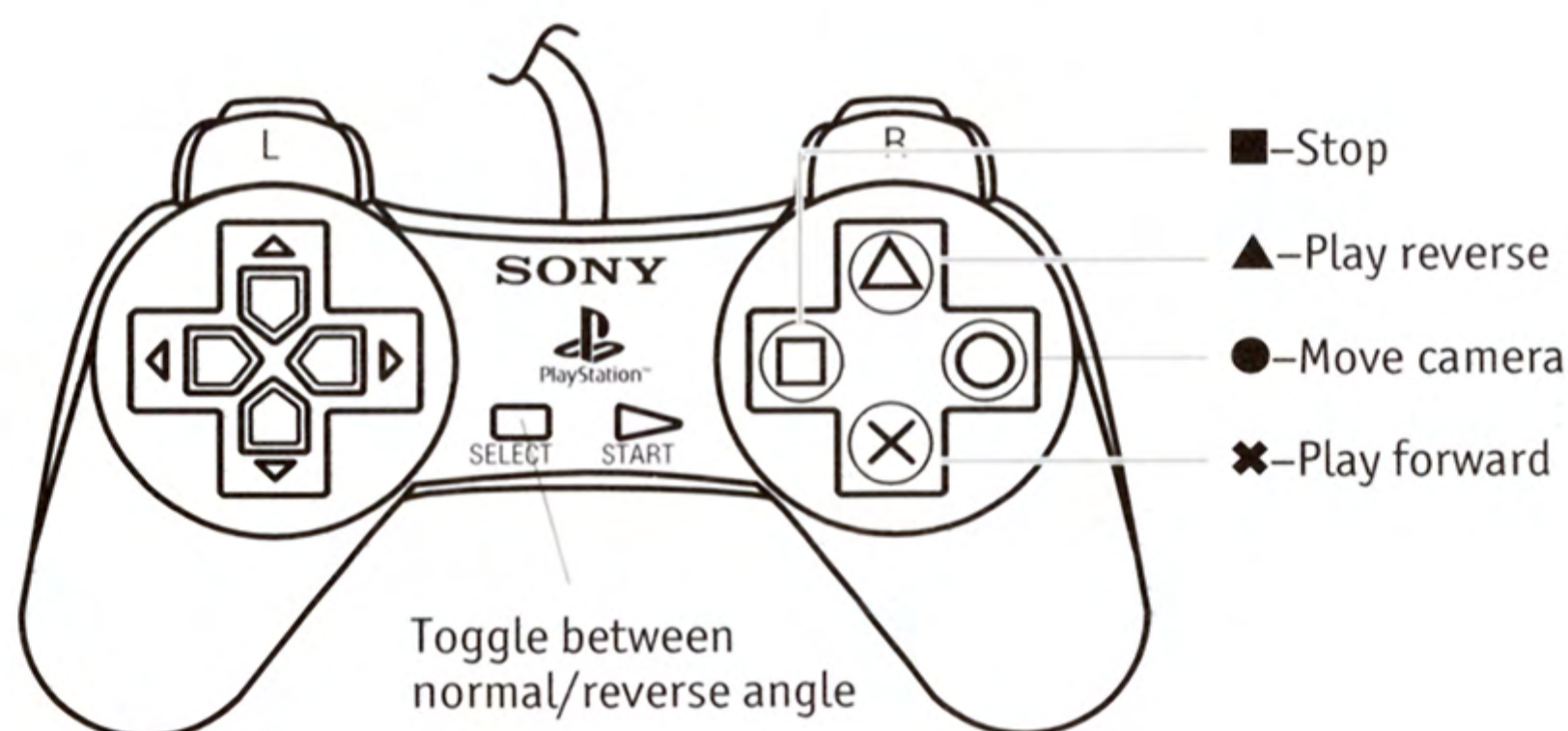
GAME OPTIONS MENU

The Game Options menu appears whenever you press **SELECT** during a game. (When you press **START** to pause the game, the game pauses, but the Game Options menu doesn't appear.) You must press **SELECT** to pause the game to call a time out, make a substitution, or choose from other menu options. The **TIME OUT** and **SUBSTITUTION** options are not always available—for instance, you can make a substitution only when the play clock is stopped and Auto Substitution is turned OFF. When options are grayed out, they cannot be selected.

INSTANT REPLAY

You can replay the last few seconds of action during the game.

- ⇒ To go to the Replay screen, highlight **INSTANT REPLAY** from the Game Options menu and press **X**. An overlay displaying the controller functions appears on the screen.



- ⇨ To fast forward/rewind, D-Button **↑↓**.
- ⇨ To advance/rewind one frame at a time D-Button **←→**.
(Hold for slow motion.)
- ⇨ To move the center of the Replay screen to lock onto a player or the ball, hold **●** and D-Button in any direction.
- ⇨ To toggle between normal and reverse angle, press **SELECT**.
- ⇨ To cycle through the camera views, press **L1/R1**.
- ⇨ To move the controller overlay to a different corner of the screen, press **L2/R2**.
- ⇨ To return to the Game Options menu, press **START**.

TIME OUTS

You can pause the game at any time, but you must have possession of the ball to call a time out. The number of time outs remaining is listed after TIME OUT in the Game Options menu. Each team gets 7 time outs per game.

To call a time out:

- ⇨ Press **SELECT** to pause the game. The Game Options menu appears.
- ⇨ Highlight TIME OUT and press **✕**. The SUBSTITUTION option becomes available if it was not already.
- ☐ If you call time out when you have no time outs remaining, a technical foul is called and the other team shoots a free throw. (But the clock is stopped.)

SUBSTITUTION

You can make player substitutions when the play clock is stopped between periods, by a time out, or by a violation such as a foul or out of bounds. When the clock is not stopped, the SUBSTITUTION option is not available.

To make a substitution:

1. When the clock is stopped, select SUBSTITUTION from the Game Options menu. The Substitution screen appears. The 5 players currently in the game are listed on the screen.
- ⇨ To cycle between game stats, player ratings, 1994-95 stats, personal stats, and season/playoff stats (if applicable), press **●/■**.

- ⇨ To cycle through the available statistics/ratings for the players, D-Button ←→.
- 2. To highlight a player for substitution, D-Button ↑↓.
- 3. To substitute for the highlighted player, press ✕. A screen listing the available bench players appears.
- 4. D-Button ↑↓ to highlight a player, and press ✕ to insert that player into the lineup. To accept the changes and return to the Game Options menu, press **START** (**SELECT** to cancel).

EA TIP

Try to sub in a player who plays the same position as the player you're replacing—don't put a center in for the point guard.

STATISTICS MENU

View stats for the current game or, if available, the current series.

TEAM STATS

Go to Team Stats screen to view both teams' statistics for the current game.

⇨ To view more stats, D-Button ↑↓.

PLAYER STATS

Go to Player Stats screen to view statistics for NBA players.

USER STATS

Go to User Stats screen to view stats (sorted by controller) for all human players participating in the current game.

Note:

User Stats accumulate only for user-controlled players. Points, rebounds, etc. accumulated by computer-controlled teammates are not registered as User Stats.

STRATEGY MENU

Set the default offensive and defensive sets and other strategy options.

OFFENSE

Set to **AUTO SWITCH** to have the computer call sets and plays, or select a specific set. See *Sets and Plays* on p. 30 for information on the offensive sets.

| | |
|---------------------------|---|
| CRASH BOARDS | Go after offensive rebounds aggressively if ON , and get back on defense if OFF . |
| DEFENSE | Set to AUTO SWITCH to have the computer call defensive sets, or select a specific set. See <i>Defensive Sets</i> on p. 38 for information on the defensive sets. |
| PRESSURE | Select LOW , NORMAL , or HIGH defensive pressure. Higher pressure may lead to more steals, but also more fouls. |
| STRATEGY SETTINGS | Set the following options: |
| Auto Substitutions | Toggle ON/OFF . When set to ON , the computer subs for tired players automatically. |
| Auto Sub Notify | Toggle notification of automatic player substitutions ON/OFF . |
| Play Notify | Toggle ON/OFF . When ON , an overlay on the game screen lists the play being called. |

CAMERA

- To cycle through the available camera angles, highlight **CAMERA** and D-Button **←→**. The default camera is **PRESS II**.

The following cameras are available:

PRESS I—IV: a high midcourt view from the press box.

SIDELINE I or II: Low views from midcourt.

END I—IV: Mid-height views from behind the baseline.

SKY I or II: A very high view from the end line or midcourt.

CLASSIC I—III: Angled views from the sideline close to the traditional *NBA Live* perspective.

PLAY OPTIONS MENU

Jump to the various options menus or quit the game in progress.

| | |
|---------------------|---|
| SET RULES | Go to the Rules screen to change rules and simulation options. See <i>Rules Menu</i> on p. 8. |
| SET OPTIONS | Go to the Options menu (p. 9). |
| PLAYER SETUP | Change controller options. See <i>Player Setup Screen</i> on p. 11. |

CONFIGURE CONTROLLER Go to the Configure Controller screen to select offensive and defensive setups and control method.

- ⇒ To toggle between ABSOLUTE and **SCREEN RELATIVE** control, press ●/■.
SCREEN RELATIVE: Controller directions are relative to the court (i.e., pressing left on your controller moves your player left on the court).
ABSOLUTE: Controller directions are relative to the screen (i.e., pressing left moves your player absolute left on the screen, which may mean that he's actually moving diagonally on the court).
- ⇒ To toggle between offense and defense, press ✕.
- ⇒ To cycle through the setups, D-Button ←→.
- ☐ While not shown in the button setups on the screen, the commands to make a computer ballhandler shoot or pass correspond to the offensive setups as follows:

| Action | Type A | Type B | Type C | Type D | Type E |
|---------------|--------|--------|--------|--------|--------|
| Call for Pass | ▲ | ■ | L1 | ✕ | ▲ |
| Call for Shot | ■ | L2 | L2 | ● | ● |

QUIT GAME Go to the Quit menu. Highlight QUIT AND EXIT TO GAME SETUP and press ✕ to quit the game; select CANCEL to return to the Play Options menu.

END OF THE QUARTER/HALF/GAME

END OF THE QUARTER: The buzzer sounds, play stops, and the score is displayed.

1. Press a button, and the two Game Stats screens list current stats for both teams.
2. Press any button to advance through the screens and continue. The teams return to the floor.

END OF THE HALF: The halftime score is displayed.

1. Press a button, and the Halftime Summary screen appears. From this screen you can view Top Performers; Team, Player, or User Stats; or Instant Replay. Highlight an item and press **X** to go to the appropriate screen.
2. From the Halftime Summary screen, press **START** or **SELECT** to return to the game. When play resumes, the starting rosters return to the court.

END OF THE GAME: After the buzzer, the final score is displayed.

1. Press a button, and the Game Summary screen appears. From this screen, you can go to the Player of the Game or game stats screens.
2. Press **START** or **SELECT** to return to the Game Setup menu (Exhibition mode), Team Schedule screen (Season mode), or Playoffs screen (Playoffs mode).

ROSTERS MENU

The ROSTERS option of the Game Setup menu provides access to a sports almanac's worth of information on the players and teams of the NBA.

Note:

Team rosters are determined by actual NBA rosters as of midnight January 30th, 1996. Some players are not included in the game for legal or contractual reasons.

TRADE PLAYERS SCREEN

You can trade players between your team and any other team. You're the GM here—you make the deals!

1. Highlight TRADE from the Rosters menu and press **X**. The Trade Players screen appears.
- ⇨ To toggle the control highlight between the teams on the left and right sides of the screen, press **■**.
 - ⇨ To cycle through the NBA teams and the Free Agent List, D-Button **←→**.

2. Highlight a player you want to trade and press **✖**. Highlight a second player from the opposite side of the screen, and press **✖** again. The players are traded.
3. To accept the changes and exit, press **START**. (Press **SELECT** to cancel and exit.)

Trading Deadline:

In Season mode, no trades can be completed after February 22. The computer prompts you to allow you to make trades before the deadline passes. However, after the trade deadline, you *can* still sign players from the Free Agent List.

TEAM ROSTERS SCREEN

This screen allows you to view stats and portraits for players from the NBA and All-Star teams and the Free Agents List.

1. Highlight TEAM ROSTERS from the Rosters menu and press **✖**. The Team Rosters screen appears.
 - ⇨ To cycle through NBA teams, press **L1/R1**.
 - ⇨ To cycle through the statistics/ratings for the players, D-Button **←→**. (Press **●/■** to cycle stat/rating types.)
 - ⇨ To highlight a player, D-Button **↑↓**.
 - ⇨ To View the highlighted player, press **✖**. The View Players screen appears.

VIEW PLAYERS SCREEN

- ⇨ To cycle through players for the current team, D-Button **←→**.
- ⇨ To cycle through the NBA teams, press **L1/R1**.
- ⇨ To return to the Team Rosters screen, press **START** or **SELECT**.

RE-ORDER ROSTERS SCREEN

The Re-order Rosters screen allows you to change the roster slots for the players on your team. The first 5 players on the roster are the starters.

- ⇨ To select a team, D-Button **←→**.
- ⇨ To exchange the roster slot of two players, highlight a player and press **✖**. Highlight a second player from the right side of the screen, and press **✖** again. The players switch roster slots.

Note:

Only 12 players are allowed to suit up for a game. If you want to use a player, he must occupy one of the first 12 roster slots.

LOAD/SAVE ROSTERS

Save or load roster settings to/from your memory card.

- ⇨ To load previously saved roster settings from your memory card, D-Button **←→** to highlight LOAD and press **✕**.
- ⇨ To save the current roster settings to your memory card, D-Button **←→** to highlight SAVE and press **✕**.

RESET ROSTERS

Select this menu item to return the rosters to the default configuration.

- ⇨ To reset all team rosters, select RESET from the Rosters menu and press **✕**. A confirmation prompt appears.
- ⇨ To confirm, press **✕** (**SELECT** to cancel).

SEASON PLAY

You can take a team through an entire season in *NBA Live 96*. If you're good enough, you can play your way right on to the NBA Playoffs and the Finals. Detailed statistics are tracked for every player in the league, and you can save multiple Season files if you have enough room on your memory card. If you're impatient, you can play a shorter season or let the computer simulate a portion of your schedule.

STARTING A SEASON

1. From the Game Setup menu, select SEASON from the MODE option.
 2. Set up the remaining options, then press **START**. The Team Select screen appears.
- ⇨ D-Button **←→** to select from the 29 NBA teams. Ratings for the selected team are displayed in the middle of the screen.

To sort the teams by rating, D-Button **↑↓** to highlight a rating, then D-Button **←→** to cycle through teams sorted by that rating.

3. To set the Season length, highlight SEASON and D-Button **←→** to cycle between 28, 56, or **82 GAMES**.
4. Press **START** to continue. The Team Schedule screen appears.

EA TIP

If you select a full 82-game season, you get to play a mid-season All-Star game with the 1996 All-Stars.

CONTINUING A SAVED SEASON

1. From the Game Setup menu, select LOAD GAME from the Mode option and press **START**. The Load Game screen appears.
2. Highlight the Season file you want to load, then press **X**.

TEAM SCHEDULE SCREEN

Use this screen to play or simulate games throughout your team's season; view league standings, statistical leaders, and scheduled games; or make player trades.

- ☞ To move through the Season schedule by day, D-Button **↑↓**.
- ☞ To move through the Season schedule by month, press **L1/R1**.

PLAY

Go to the currently displayed game. If the displayed game is *not* the next unplayed game, you are given the option of simulating all games up to the selected game.

SIMULATE

To simulate a game, click the SIMULATE button. The results of the game appear next to the team logos. If the displayed game is *not* the next unplayed game, you are given the option of simulating all unplayed games up to and including the selected game.

OPTIONS

View stats, standings, and rosters or exit Season. (See *Season Options Screen* below.)

PLAYOFFS

Go directly to the Playoffs, with the current standings determining Playoff seeding. Select your Playoff setup, then press **START** to proceed to the Playoff bracket.

SAVE

Go to Save Season screen to save current Season, including any roster changes you've made during the Season.

- ⇒ D-Button **↑↓** to highlight a file slot, then press **✕** to save the current Season. The memory blocks needed and available are listed at the bottom of the screen.
- ☐ If you try to save over an existing file, a new file slot is created to save the data instead. If you want to write over an existing file, first delete it by highlighting the file and pressing **■**.

SEASON OPTIONS SCREEN

STANDINGS

Go to the Standings screen to view current standings after at least one game has been played.

D-Button **←→** to cycle through the divisions;
D-Button **↑↓** to view more teams.

- ☐ Teams that have clinched Playoff spots are identified with a check mark (two checks for division winners, and three for conference winners).
- ⇒ To return to the previous screen, press **START** or **SELECT**.

PLAYER STATS

Go to the Player Stats screen to view player stats by team. D-Button **←→** to cycle through stats; D-Button **↑↓** to view more players.

- ⇒ To cycle through the stat/rating types, press **●/■**.
- ⇒ To cycle through teams, press **L1/R1**.

LEADERS

Go to the League Leaders screen to view the top 10 players for a variety of statistical categories.

ROSTERS

Go to the Rosters menu to view and change team rosters. See *Rosters Menu* on p. 22.

QUIT SEASON

Quit current Season.

THE NBA PLAYOFFS

The playoffs come but once a year in the NBA, but you can create your own playoff atmosphere any time you want in *NBA Live 96*. Start with an NBA team in Season play and try to make the playoffs, or set up your own custom playoffs using any NBA teams.

27

STARTING A PLAYOFF SERIES

From the Game Setup menu: When you start a new Playoff series from the Game Setup menu, you can choose the teams and control options.

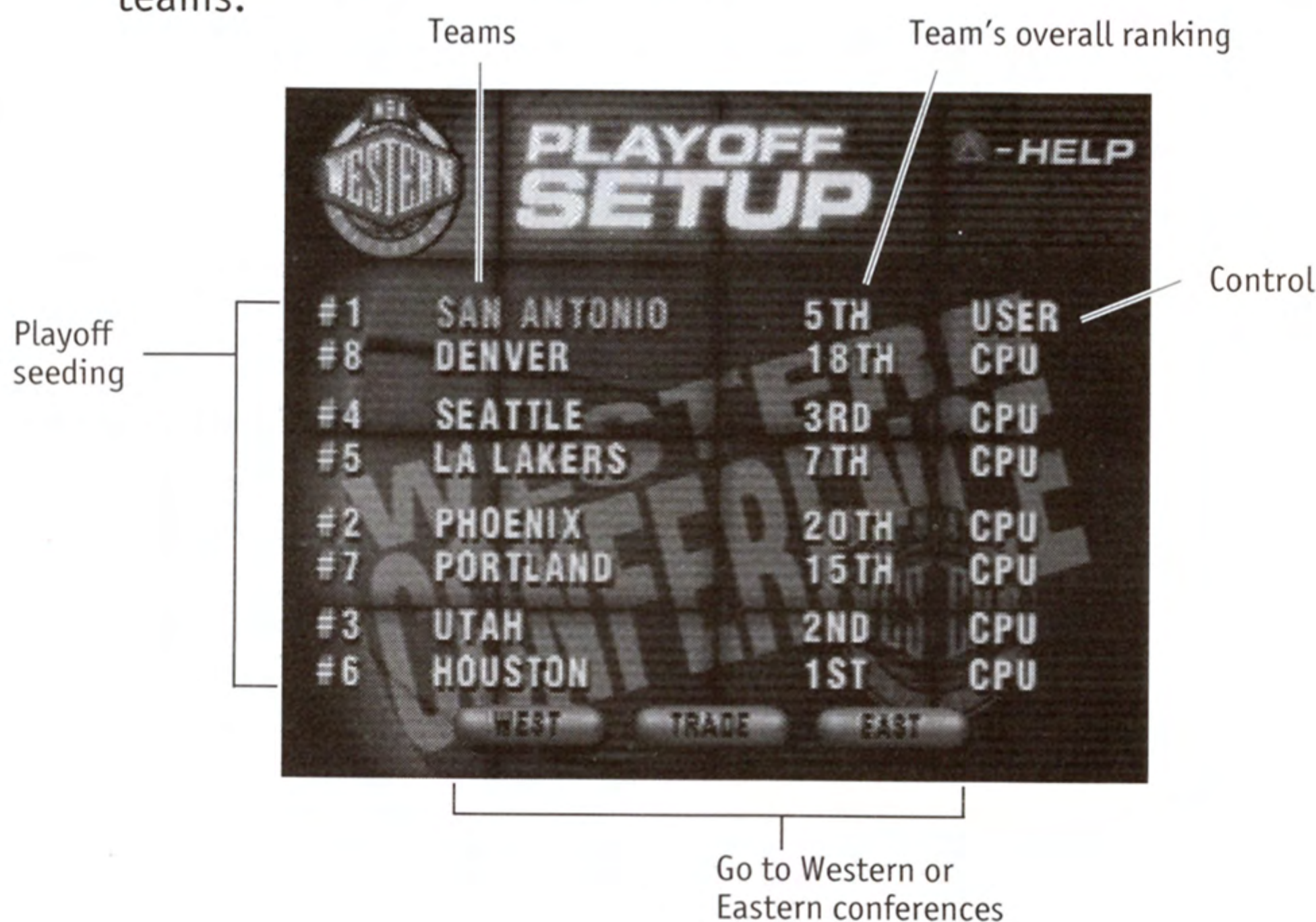
1. From the Game Setup menu, select **PLAYOFFS** from the **MODE** option.
2. Set up the remaining options, then press **START**. The Playoff Setup screen appears.

From Season play: If your team qualifies for the playoffs, the Playoff Tree appears after the end of the season, and your team is highlighted. Playoffs proceed as normal.

Loading a saved Playoff series: From the Game Setup menu, select **LOAD GAME** from the Mode option and press **START**. Select the appropriate file from the Load screen that appears.

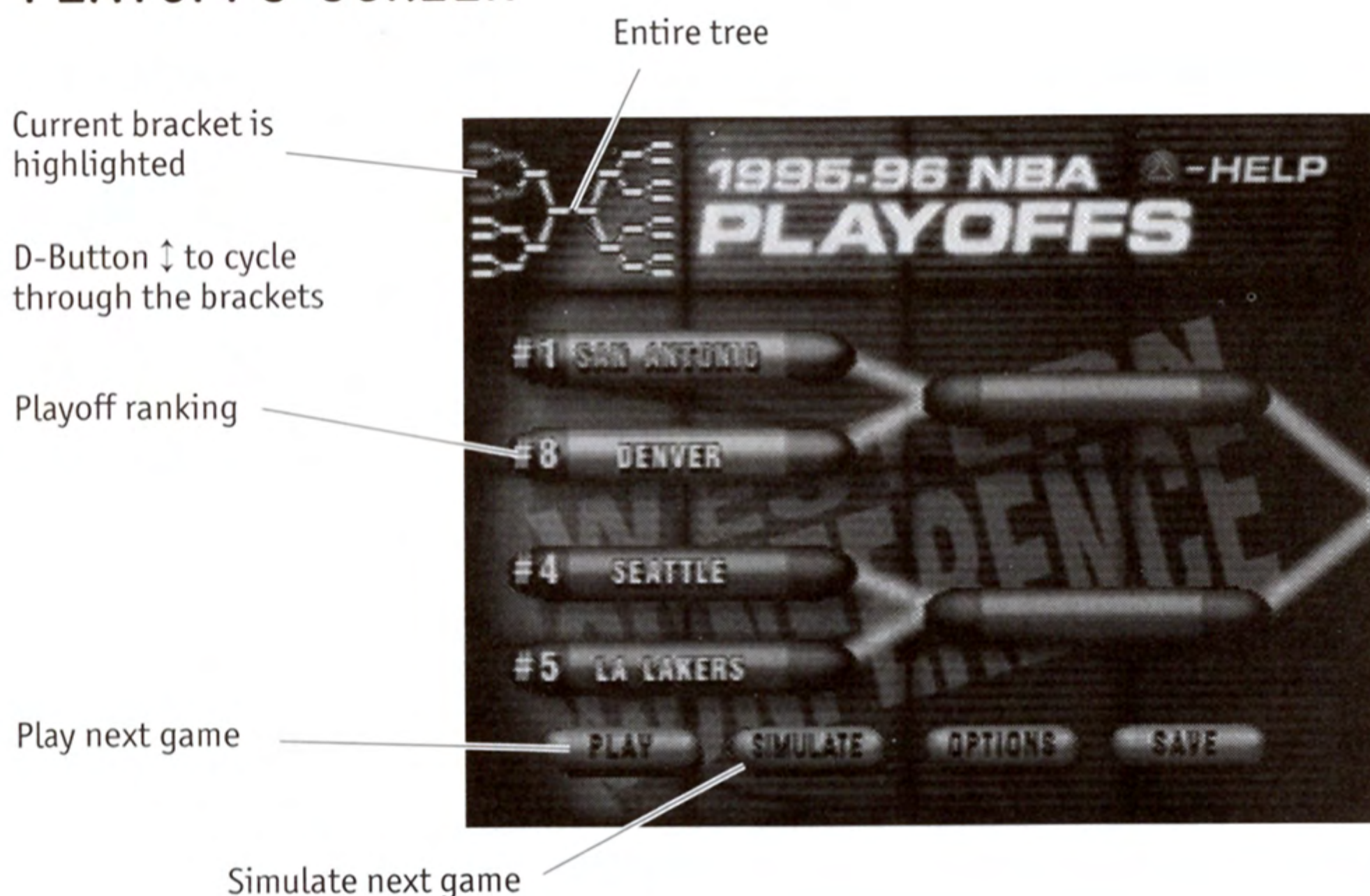
PLAYOFF SETUP SCREEN

Select the seeding and human control options for all Playoff teams.



- ⇒ To change the highlighted team, press ■/● to cycle through NBA teams.
- ⇒ To cycle through teams sorted by overall rating, highlight the rating for a team slot and press ■/●.
- ⇒ To toggle control for a team slot to USER (player-controlled) or CPU (computer-controlled), highlight the USER/CPU item in the right column and press ■/●.
- ⇒ To toggle between the Eastern and Western conference matchups, highlight the WEST or EAST buttons and press ✕.
- ⇒ To go to the Trade Players screen to make player trades, highlight TRADE and press ✕. See *Trade Players Screen* on p. 22.
- ⇒ To continue, press **START**. The GAMES option appears.
- ⇒ To change the series schedule, D-Button ←→. Choose from 5-7-7-7 (the NBA format; 5 games in the first round and 7 games thereafter), 1-1-1-1, 1-3-3-3, or 3-5-5-5.
- ⇒ To continue, press **START**. The Playoffs screen appears.

PLAYOFFS SCREEN



The Playoffs screen initially shows the four brackets of the Playoffs tree. Player-controlled teams are highlighted in yellow, and the current series standings appear between the team matchups. As

the Playoffs progress, additional brackets showing the matchups for the semi-finals and the Finals appear.

PLAY

Proceed to the next game. Games involving a human-controlled team are played; other games are simulated.

☐ You can also press **START** to play the next game.

SIMULATE

Simulate the next game for the current series. If no other human-controlled teams are present, all other current games are also simulated.

OPTIONS

Go to the Playoff Options screen. The Playoff Options screen works just like the Season Options screen. (See *Season Options Screen* on p. 26.)

SAVE

Save the current Playoffs.

- ☞ D-Button **↑↓** to highlight a file slot, then press **✕** to save the current Season. The memory blocks needed and available are listed at the bottom of the screen.
- ☐ If you try to save over an existing file, a new file slot is created to save the data instead. If you want to write over an existing file, first delete it by highlighting the file and pressing **■**.

END OF THE GAME

After a Playoff game, the endgame screens appear as normal. Press **START** to continue, and the Playoffs screen appears. Win/loss records for all teams are displayed next to the team names.

END OF THE ROUND

- ☐ If you win your round, the procedure is the same as any other game, except when you return to the Playoffs screen your win/loss record is displayed. Your team icon is moved to the next bracket, where you face a new opponent.

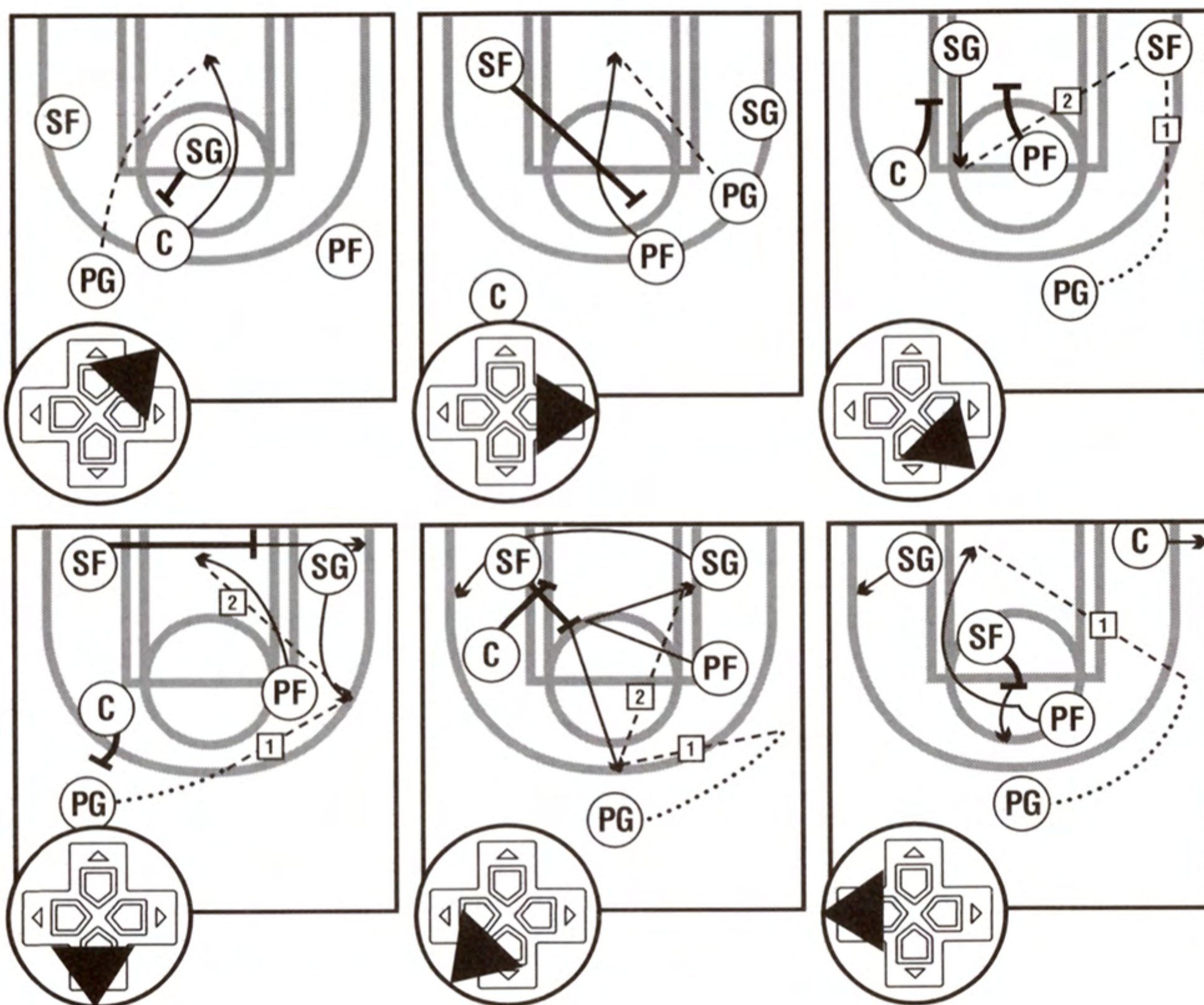
- ❑ If you lose a round, you return to the Playoffs screen to see the final playoff results after the postgame screens. Press **START** to return to the Game Setup screen.
- ❑ If you win it all, press a button to proceed to the Championship sequence. Way to go! When the sequence is over, press any button to return to the Game Summary screen.

SETS AND PLAYS

OFFENSIVE SETS AND PLAYS

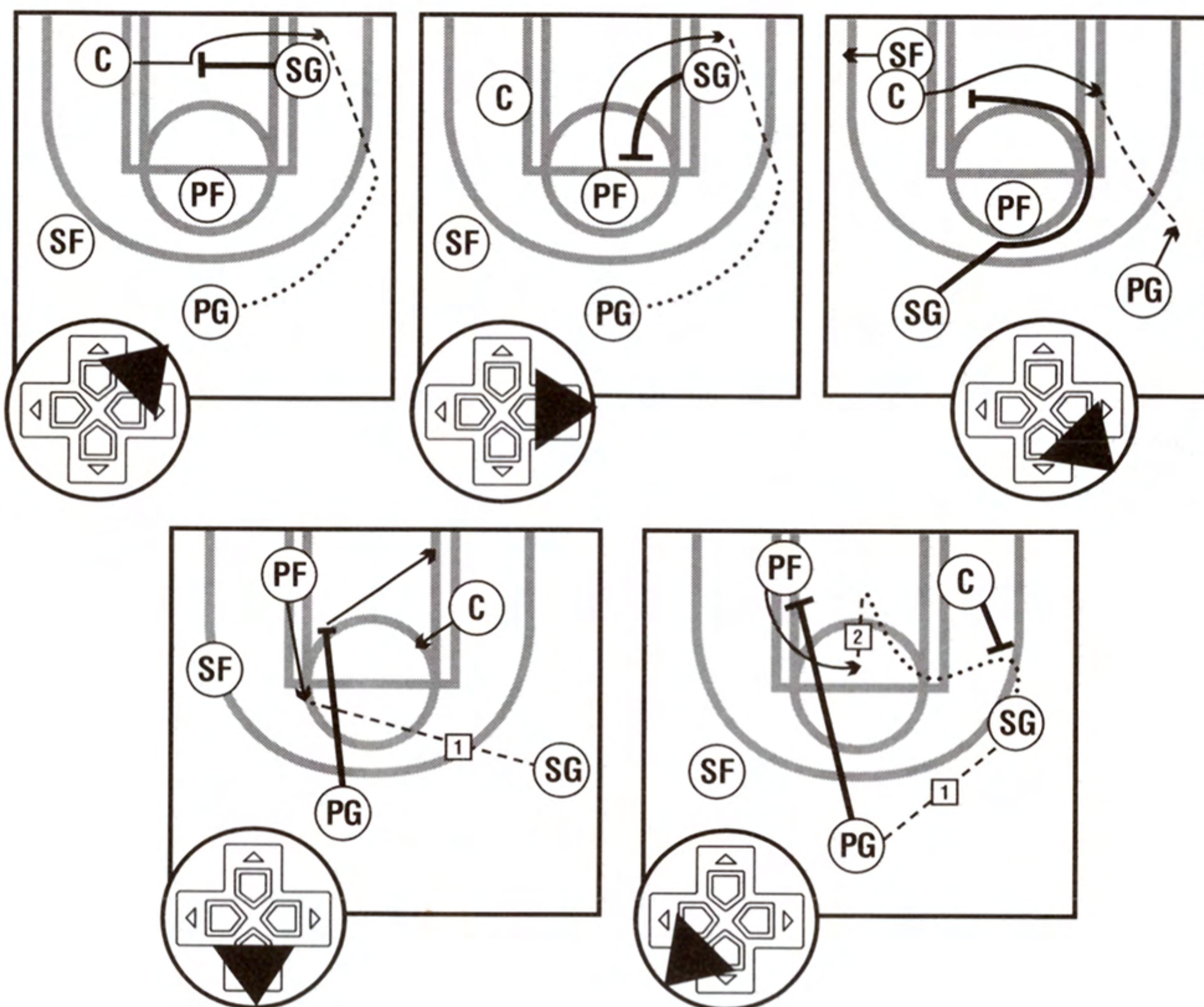
BOX

This set is useful for getting the ball to two strong post players. The Box starts the two post players high, but they end up slashing, cutting, or flashing to good post positions in the paint. All plays start in a box alignment, but any number of options can be run from this alignment, thus keeping the defense off balance.



INSIDE TRIANGLE

This offense, made famous by the Chicago Bulls, sparks great inside movement involving three players in the key. With a variety of screens being set between the three players, you're sure to get a good shot. The big players are kept close to the basket to allow better rebounding, and many times your better inside players get isolated on the block.

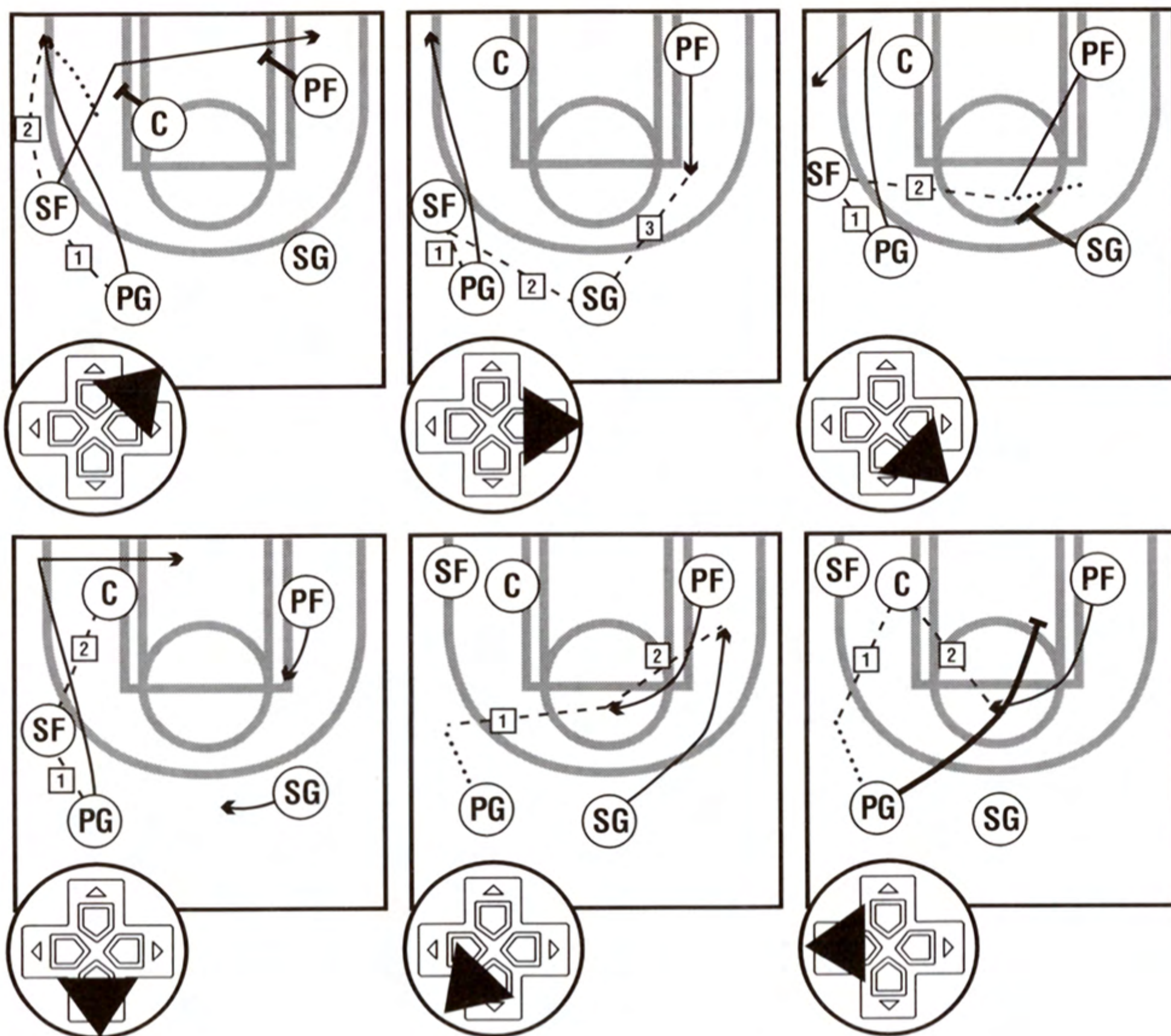


LEGEND

- 1 --- Pass (# of pass)
- |— Set Pick
- Player Movement
- Dribble
- (PF) Power Forward
- (SF) Small Forward
- (PG) Point Guard
- (SG) Shooting Guard
- (C) Center

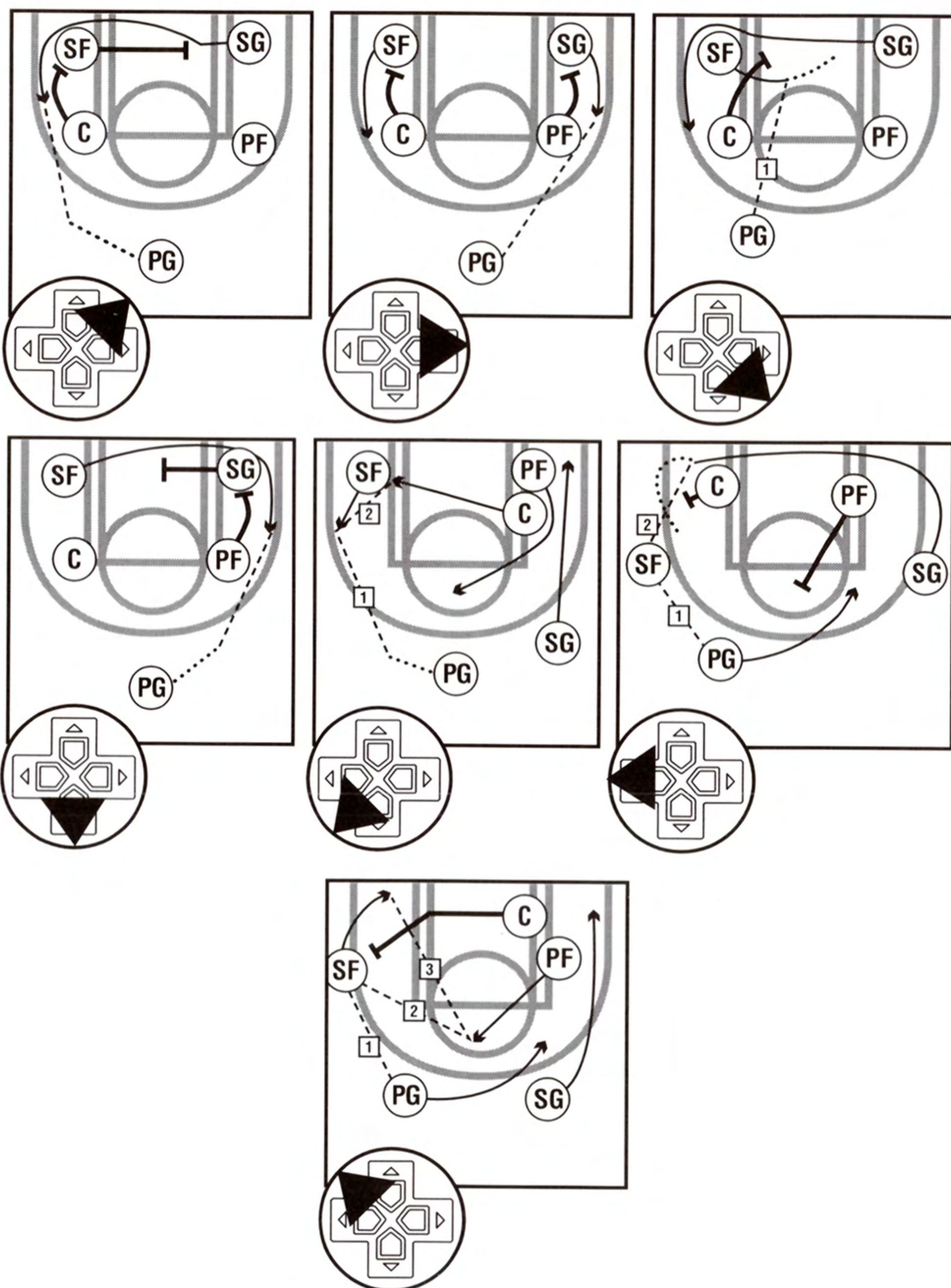
SIDELINE TRIANGLE

This offense provides excellent perimeter movement. Great spacing provides opportunities for inside play, but more importantly, the opportunity for players to drive to the basket. Constant moving, screening, and cutting make the Sideline Triangle hard to defend, but offensive rebounding is limited with this offense.



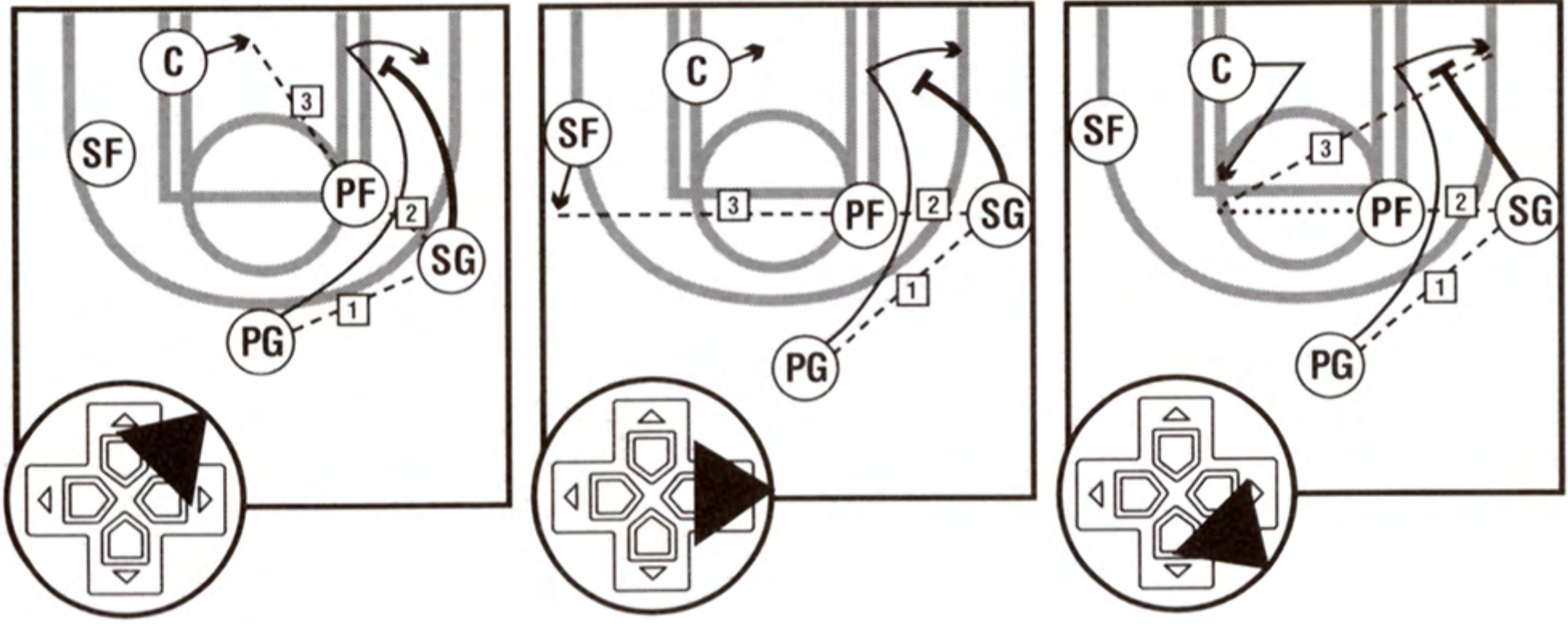
MOTION

This offense is geared to provide good floor balance and lots of player movement. If you run the offense patiently, you will always get an open shot. The pattern of player movement is somewhat predictable, however, so your opponent may get wise defensively.



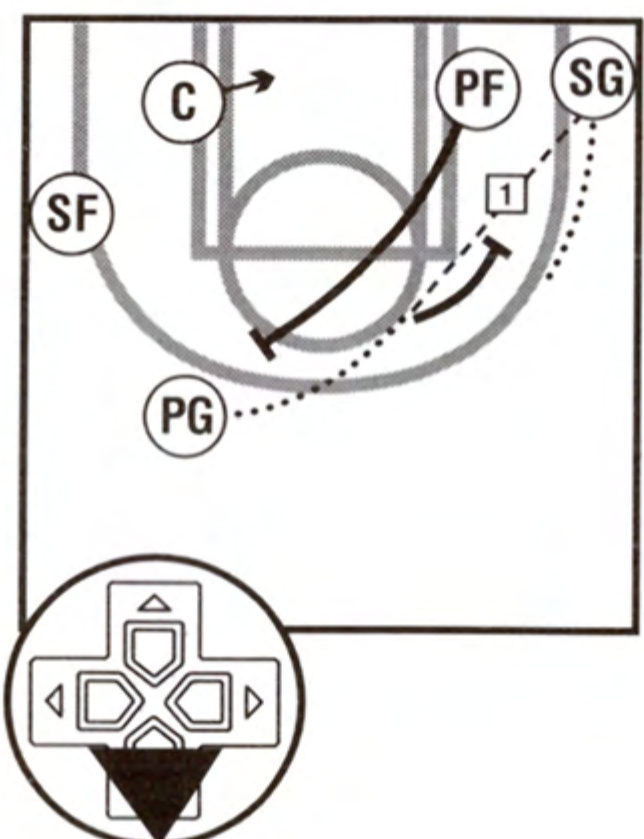
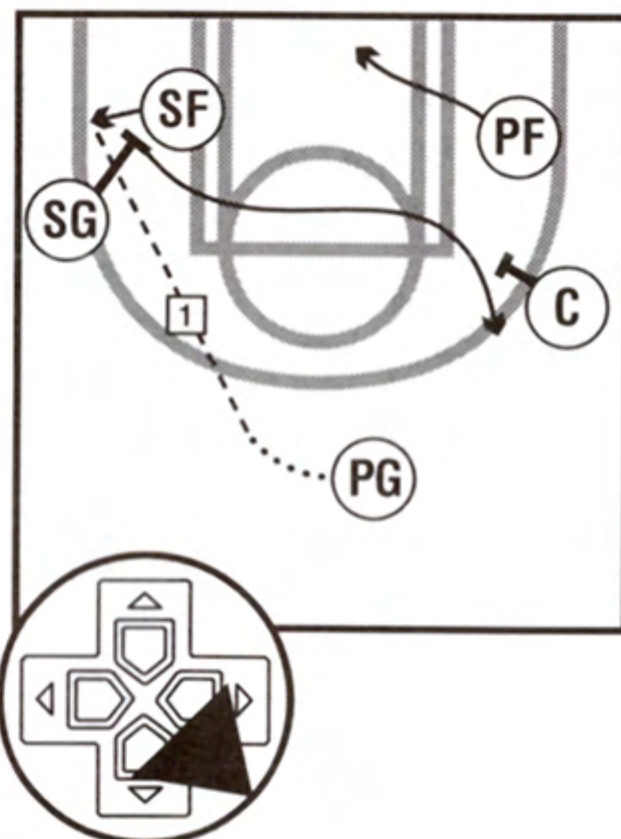
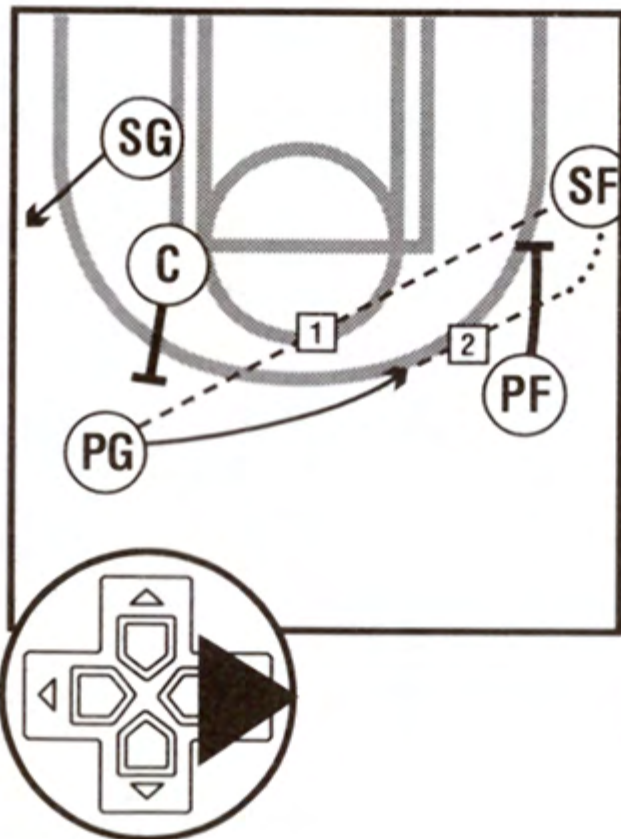
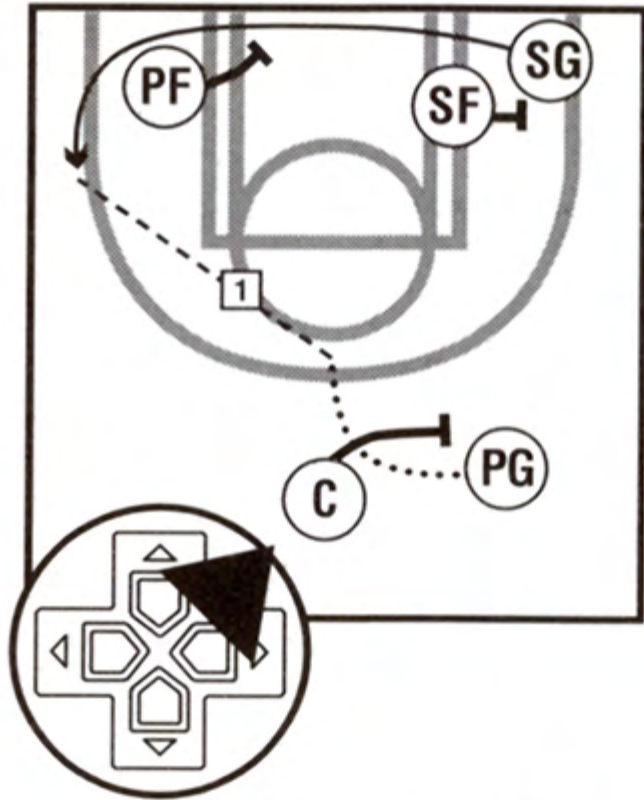
HIGH POST

The High Post offense gives you good floor balance, allowing you to rebound well offensively. The two post players set screens to give themselves good post position, but more importantly, they free up perimeter players for open shots.



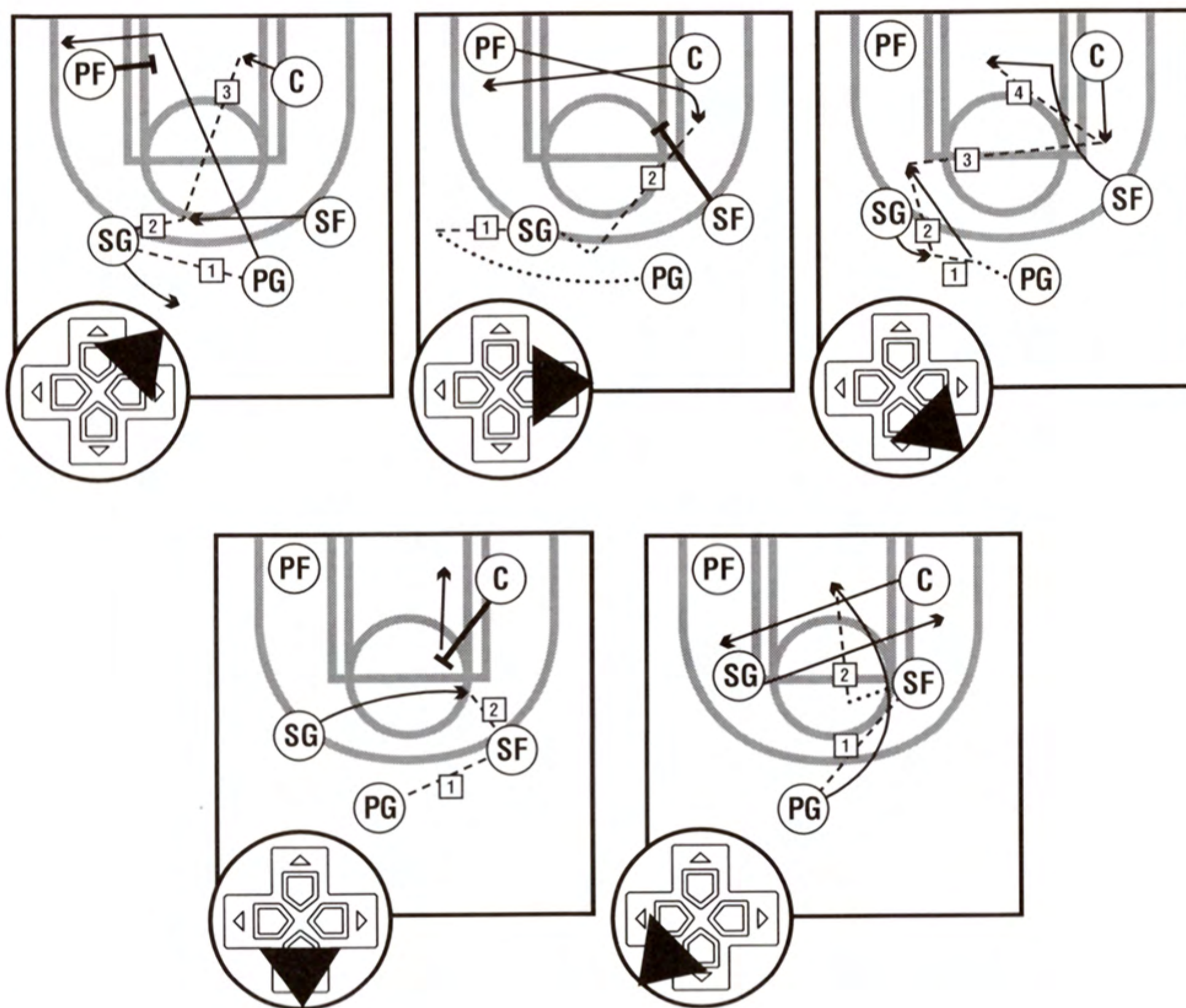
3 POINT

This offense gives you the opportunity to score points in a hurry if you're behind or just want to run up the score. The offense will give you the shot, but you still need players who can hit the trey. The Three Point offense stretches out the defense and opens the floor for driving. Make your shots, because it's tough to rebound.



ISOLATION

This is a great offense for one-on-one or two-on-two play. Use Isolation to get your best player the ball or exploit a weak defensive player on the opposition. It allows your best player to create shots for himself or other players. If you don't get a shot early from this play, your other players must hit their shots.

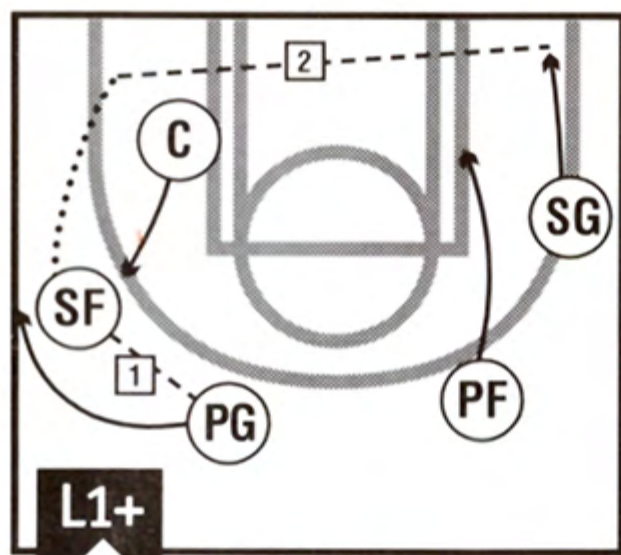


OFFENSIVE QUICK PLAYS

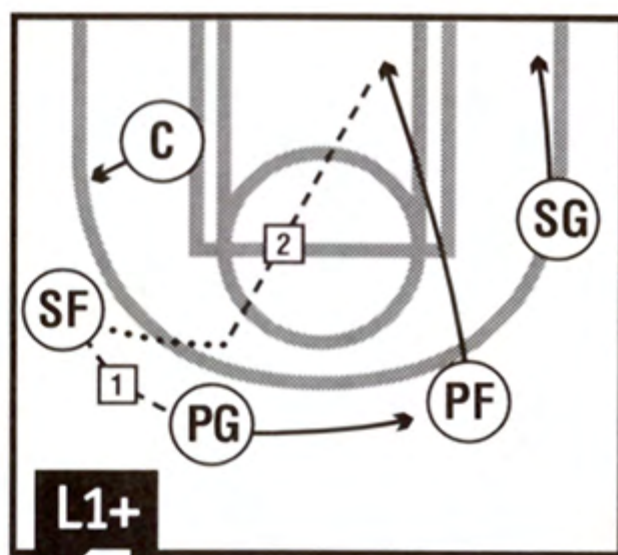
Quick Plays differ from standard plays in that they are quick, simple, and can be run from any set (but do not alter the set). In the NBA, a basic play such as a pick and roll between a point guard and a power forward can be the cornerstone of a team's offensive success.

The diagrams show a typical situation in which the Quick Play can be called. However, the plays will execute differently depending on which player calls the play and where the player is located on the court. Experiment for best results.

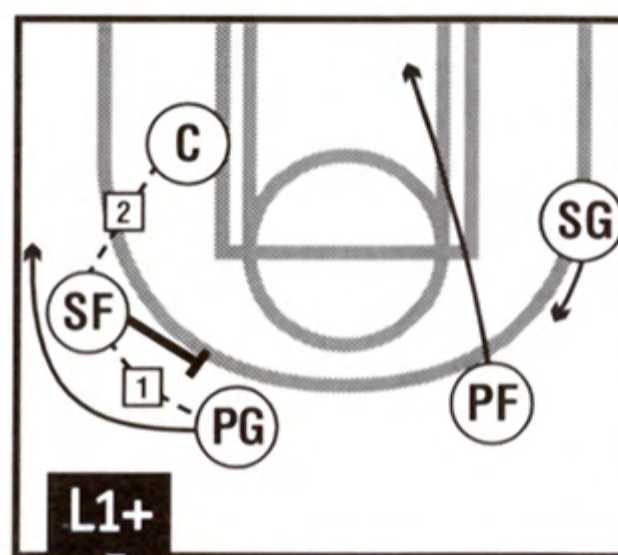
OFFENSIVE QUICK PLAYS



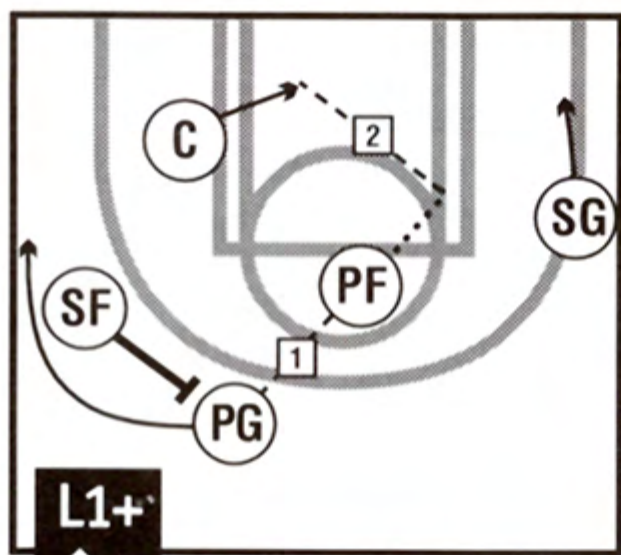
L1+
 ↑ Baseline drive



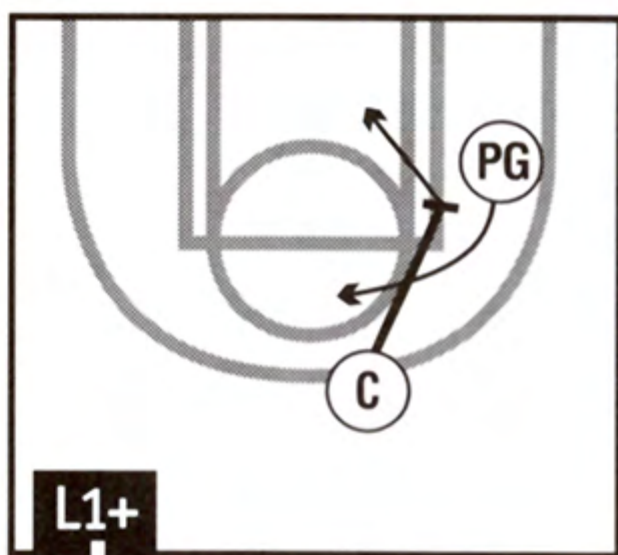
L1+
 ↗ Middle drive



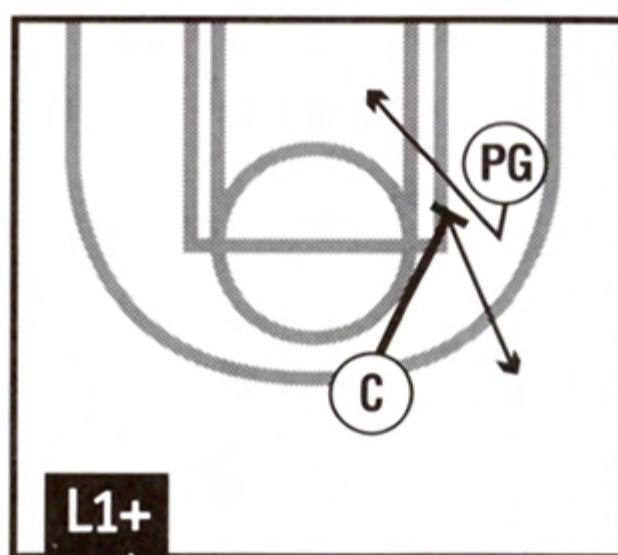
L1+
 → Post entry low



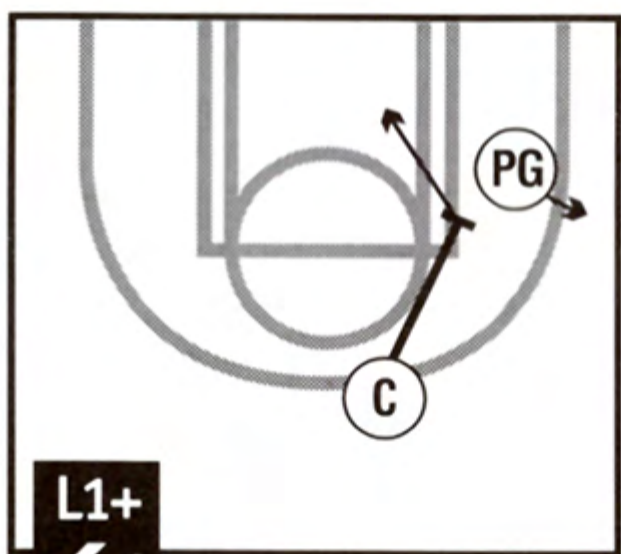
L1+
 ↓ Post entry high



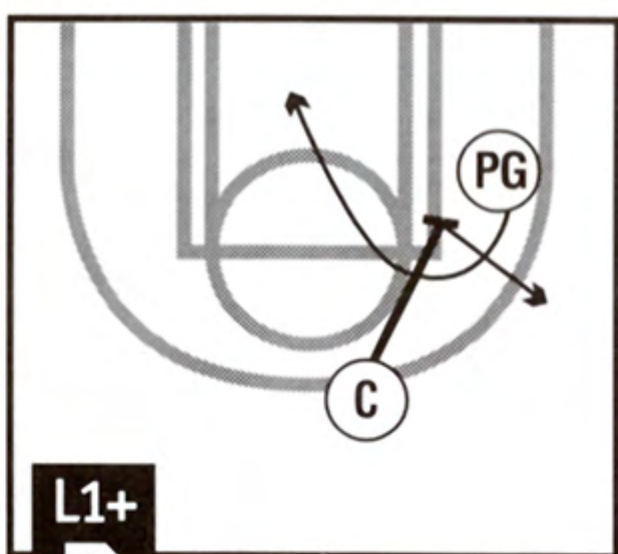
L1+
 ↓ Downscreen accept



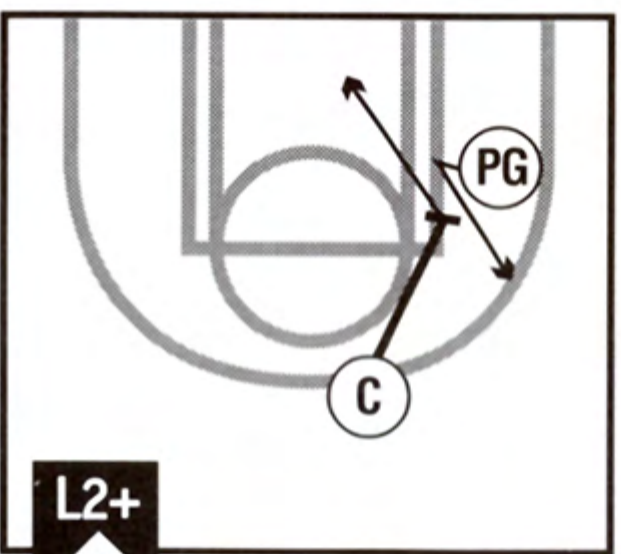
L1+
 ↙ Downscreen reject



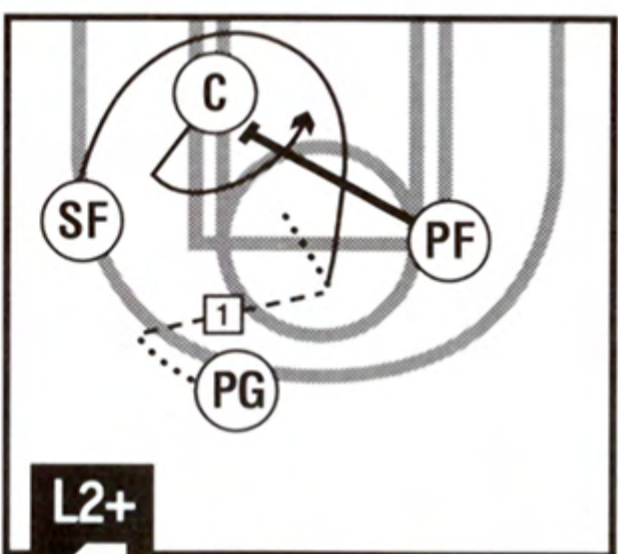
L1+
 ← Downscreen fade



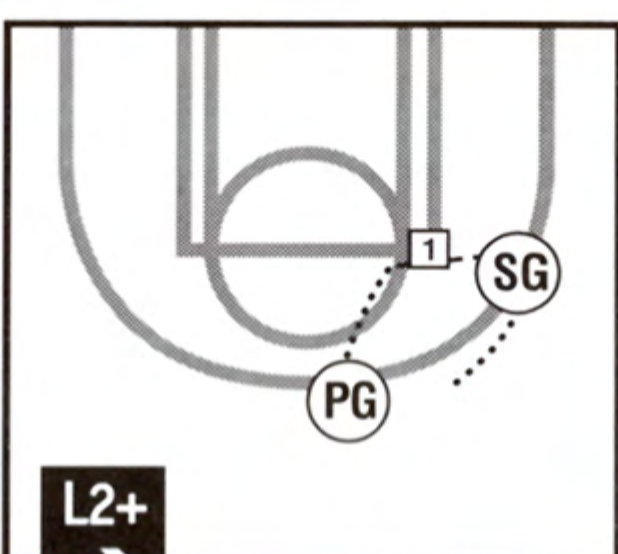
L1+
 ↖ Downscreen curl



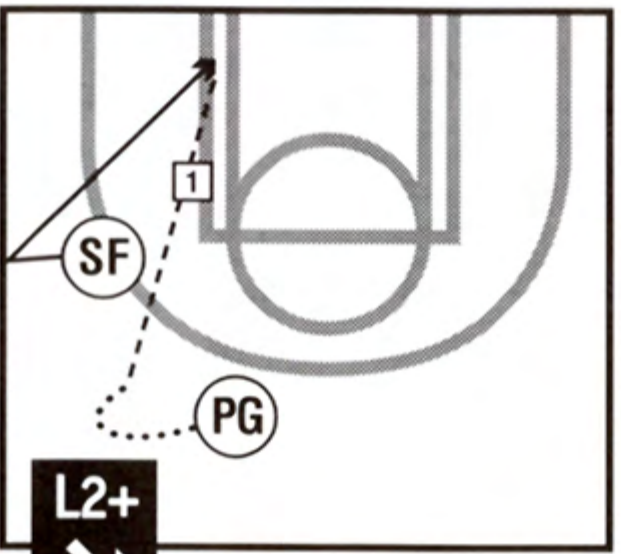
L2+
 ↑ Downscreen slip



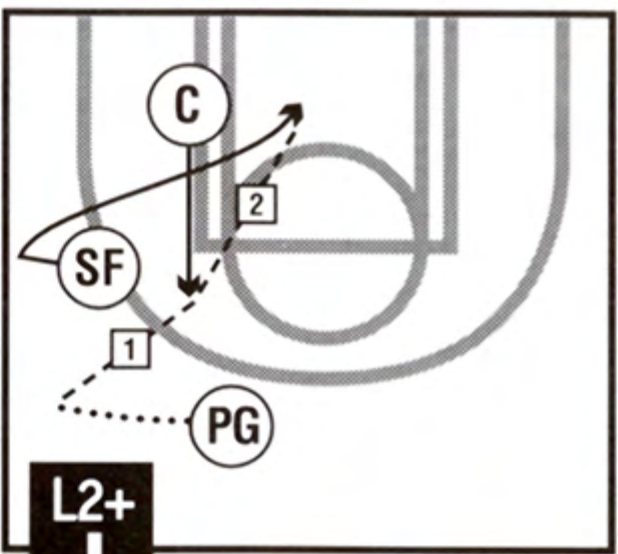
L2+
 ↗ Dribble entry



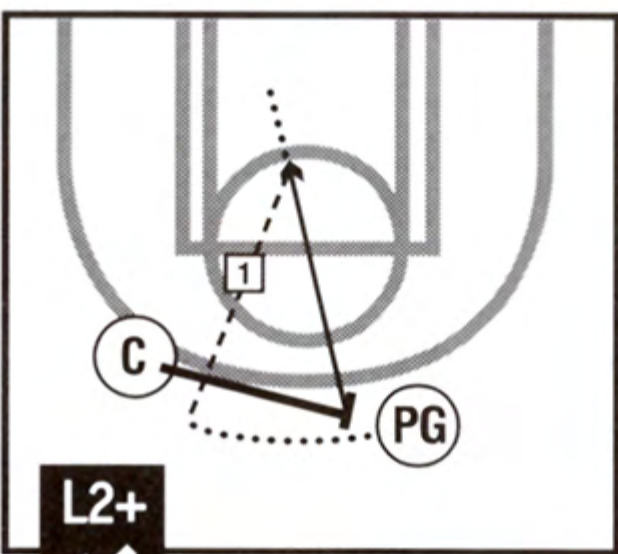
L2+
 → Hand off



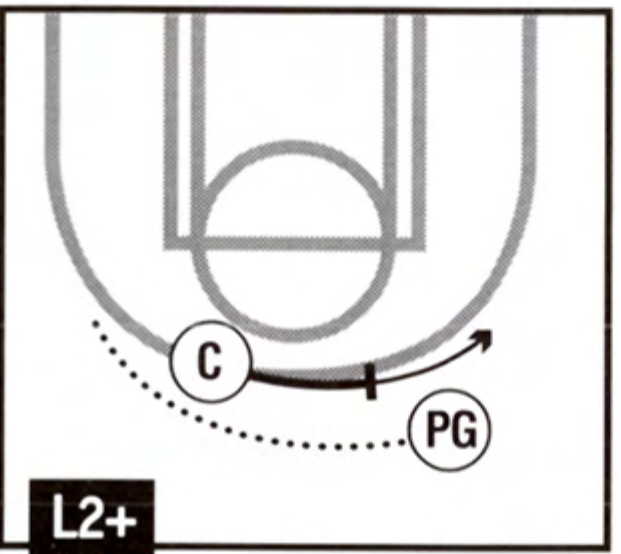
L2+
 ↘ Back door 1



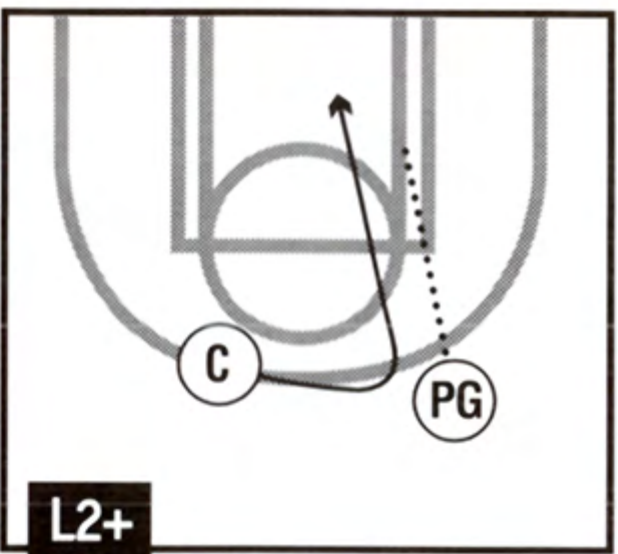
L2+
 ↓ Back door 2



L2+
 ↙ Pick and roll



L2+
 ← Pick and fade



L2+
 ↖ Pick and slip

DEFENSIVE SETS

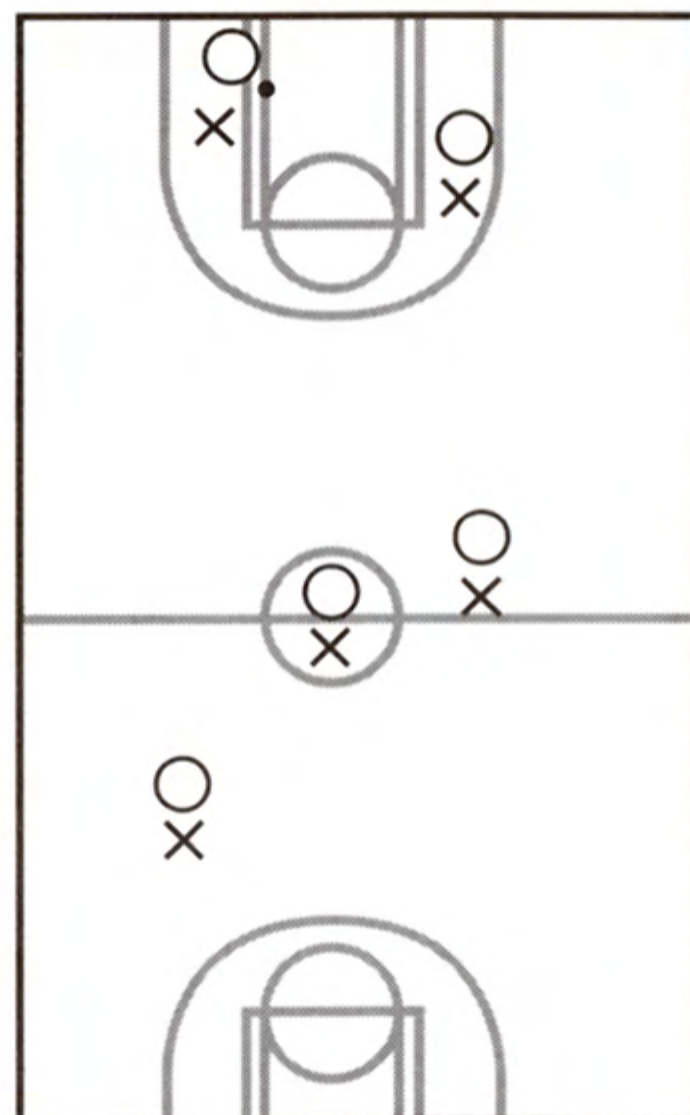
FULL COURT PRESS

In a Full Court Press you play man-to-man defense over the entire court. Used most often by teams that are behind, it creates turnovers and up-tempo play. It takes the offensive team

LEGEND

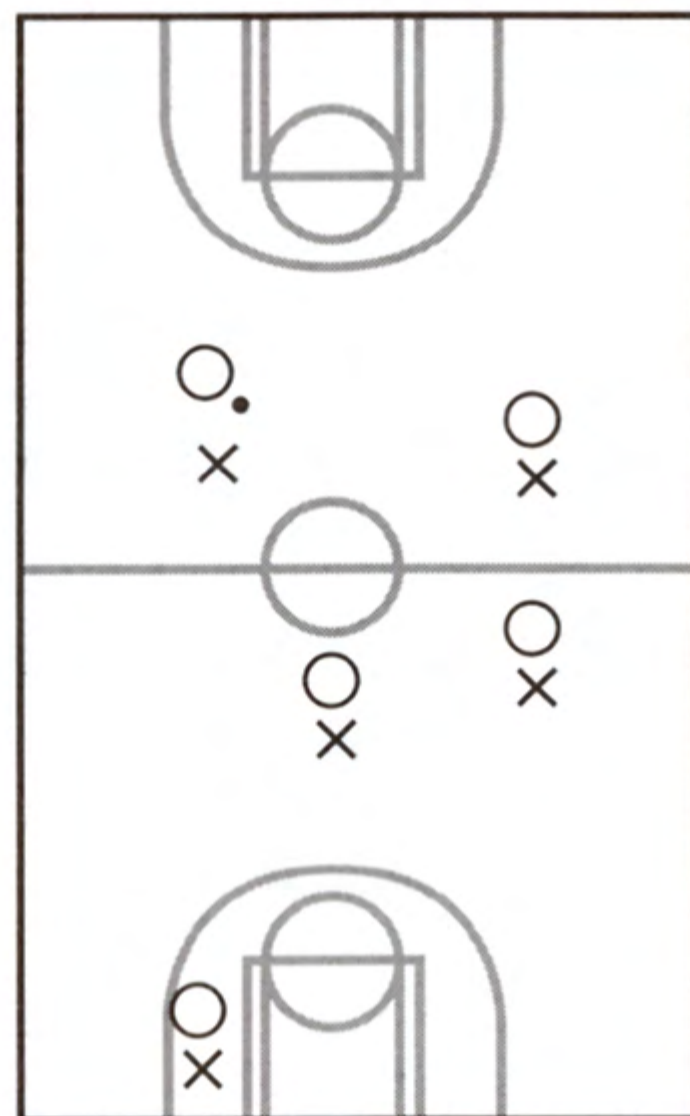
- Offense
- × Defense
- Ball

more time to bring the ball up the floor, leaving them less time to shoot.



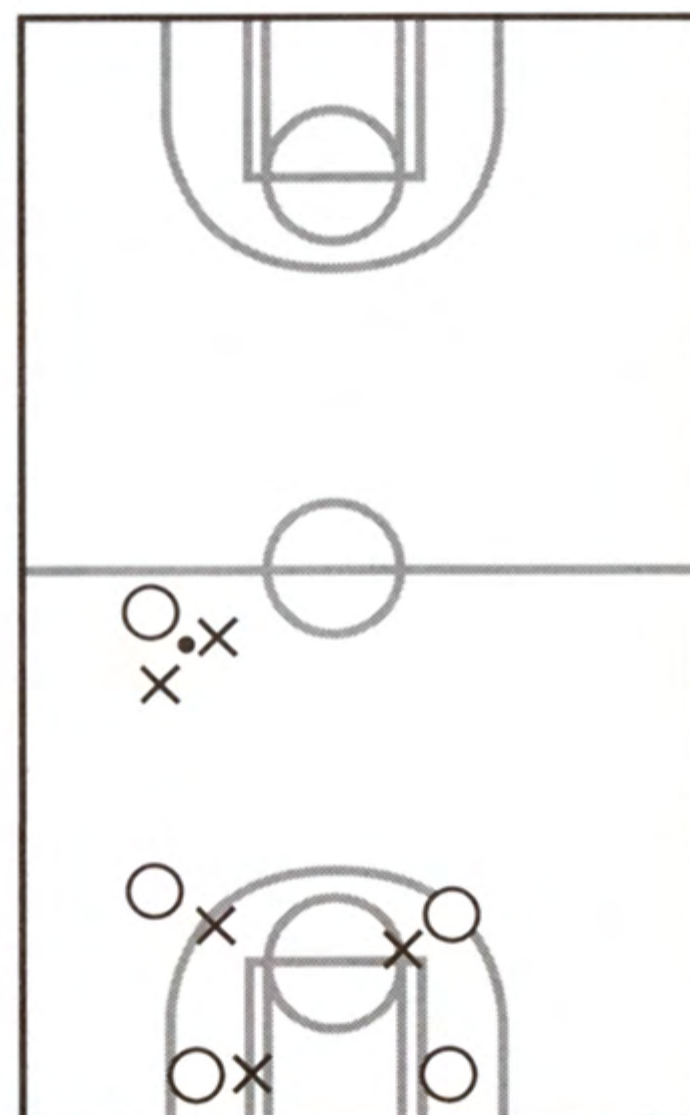
3/4 COURT PRESS

A step below the Full Court Press in intensity, this pressure defense picks up the offense at the backcourt free throw line rather than during the baseline inbound. It doesn't offer the possibility of creating a turnover underneath the opponent's basket, but it also doesn't present the vulnerability of stretching your defense too thinly over the entire court.



HALF COURT TRAP

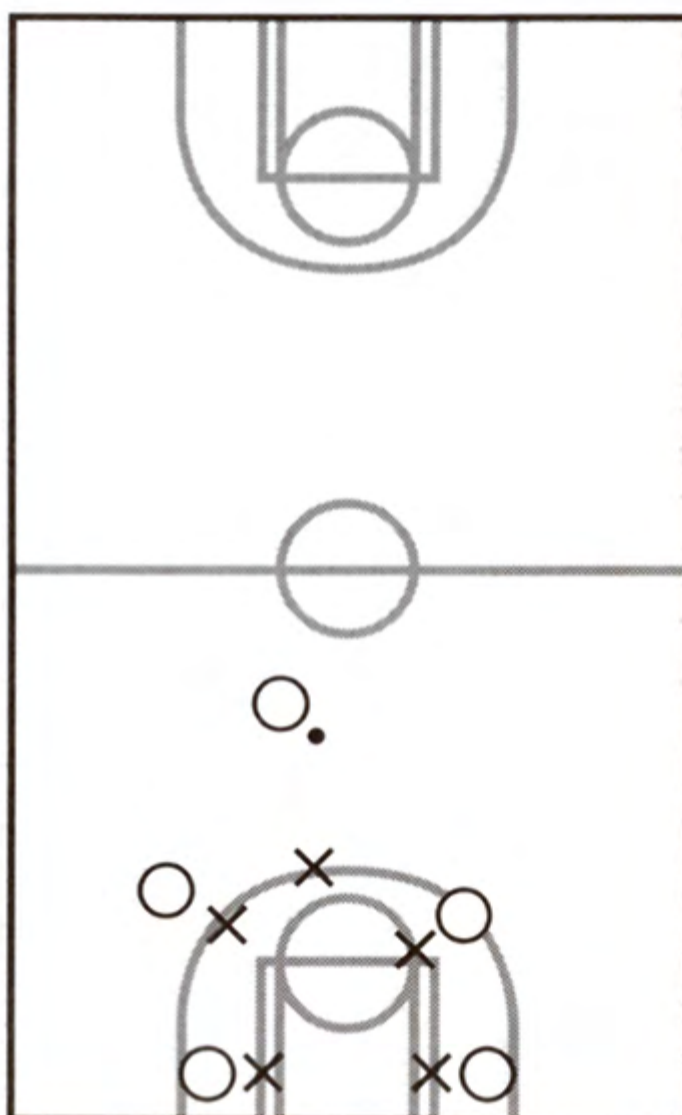
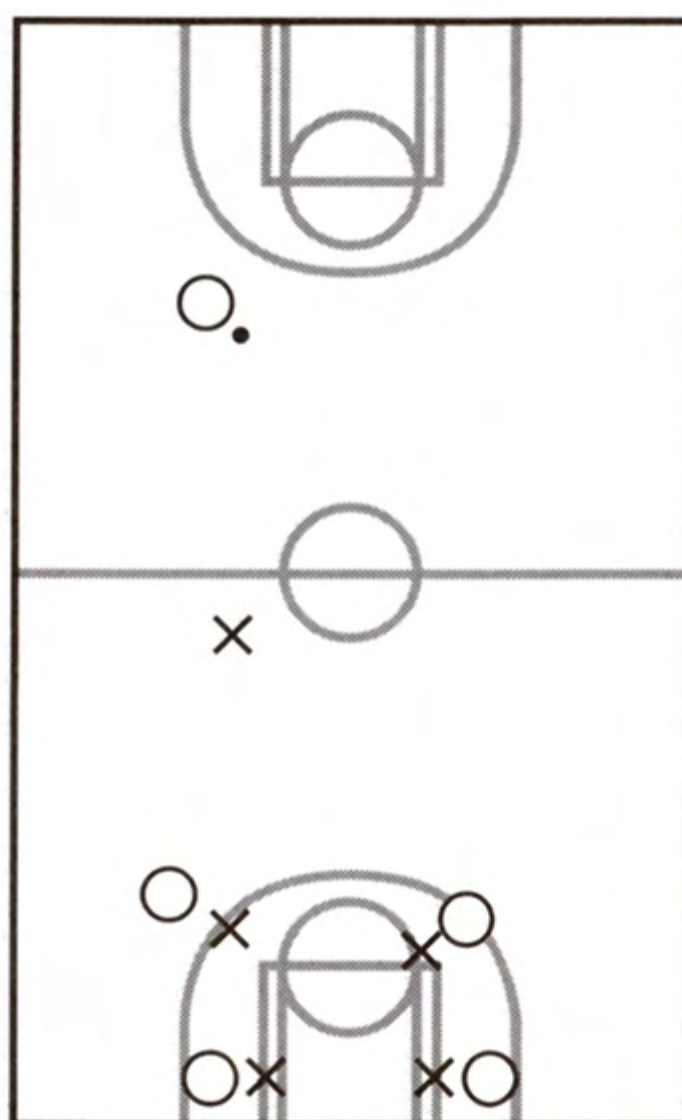
Two defenders try to 'trap' the ballhandler and force him to give up the ball to someone else, while the other three defenders try to shut down the passing lanes. This gives the defense a chance for a turnover, as well as taking the ball out of the hands of the primary ball-



handler. However, you risk giving up easy shots if the ballhandler beats the trap.

HALF COURT PRESS

This pressure defense uses the half court line and the sideline as a sixth defender while attacking the offense as they bring the ball across half court. The goal is to force turnovers and quick shots, but you must be careful, because you can also give up easy baskets. The extra pressure can wear down the opposing point guard, and make the offensive team work for every pass and inch of the court.



QUARTER COURT

In this defense you play back and protect the basket so that your team doesn't give up any easy shots. This conservative approach forces the offense to execute perfectly to find open shots or lanes to drive to the hoop. You can rest players and keep players out of foul trouble—perfect for when you're ahead. This defense won't cause many turnovers, but it does provide decent rebounding position.

DEFENSIVE QUICK PLAYS

Two Defensive Quick Plays let you stop the clock with a foul or double-team the ballhandler without altering your basic defensive set.

DOUBLE TEAM

Computer players try to double-team the ballhandler. Press **L1** + D-Button **↑** or **→** to execute.

INTENTIONAL FOUL

Computer players try to foul the ballhandler to stop the clock. Press **L1** + D-Button **↓** or **←** to execute.

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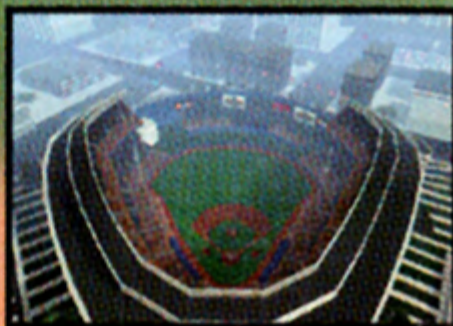
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