



NTSC U/C

PlayStation™



SCUS-94552
94552



SHOOT OUT '97



SONY



COMPUTER
ENTERTAINMENT™

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 while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

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

HANDLING YOUR PLAYSTATION DISC:

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

HINT LINE

Hints are available:

Within the US:

1-900-933-SONY (1-900-933-7669)

\$0.95 per minute pre-recorded information

\$1.15 per minute live representative assistance

\$4.95 for mailed out tips

Within Canada:

1-900-451-5757

\$1.25 per minute (US Dollars)

For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service required a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE

1-800-345-SONY

(1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

SONY ONLINE

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Our news is always hot! Visit our website and find out what's happening at Sony — new titles, new products and fresh tidbits about the PlayStation™ game console.

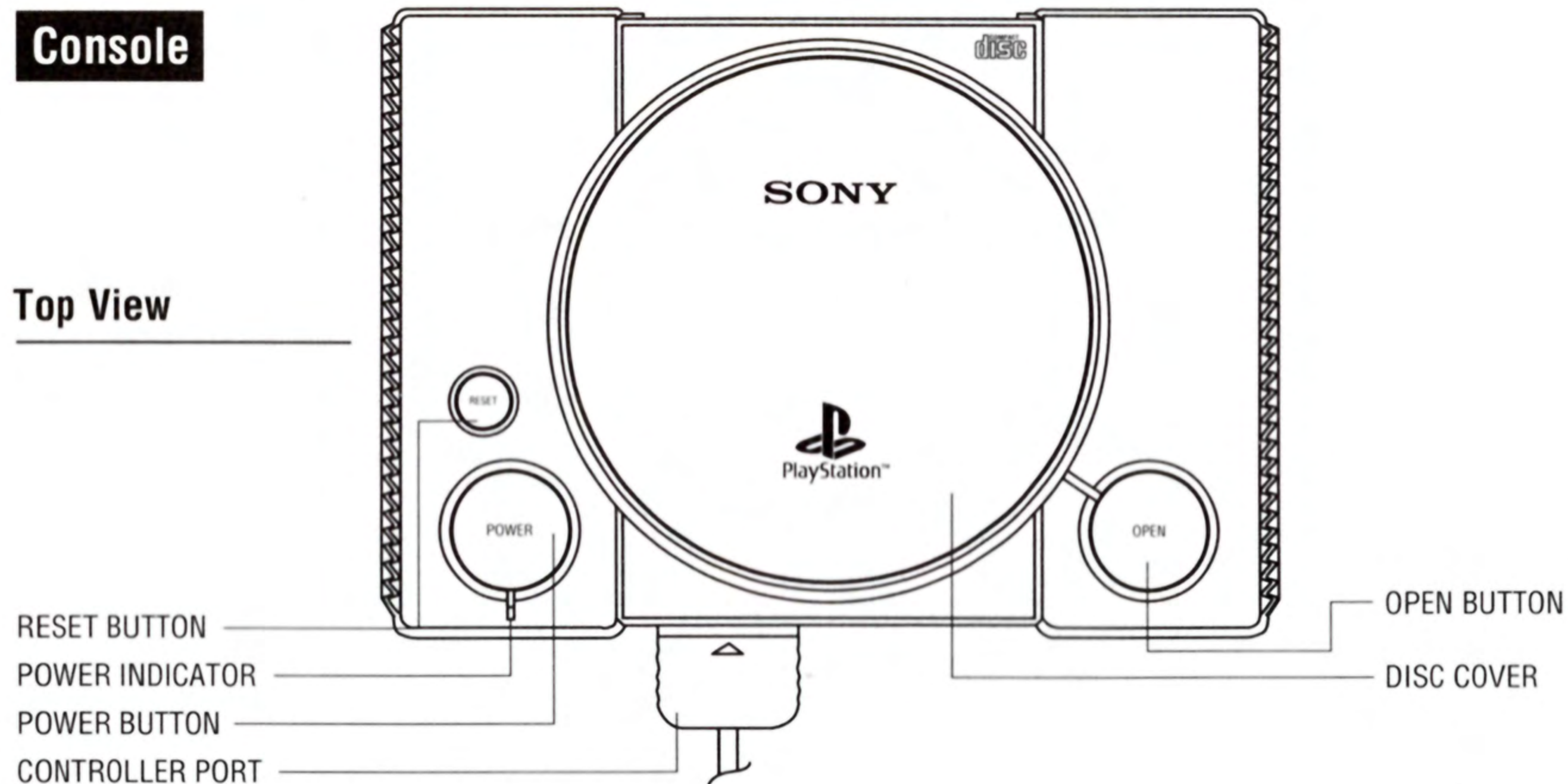
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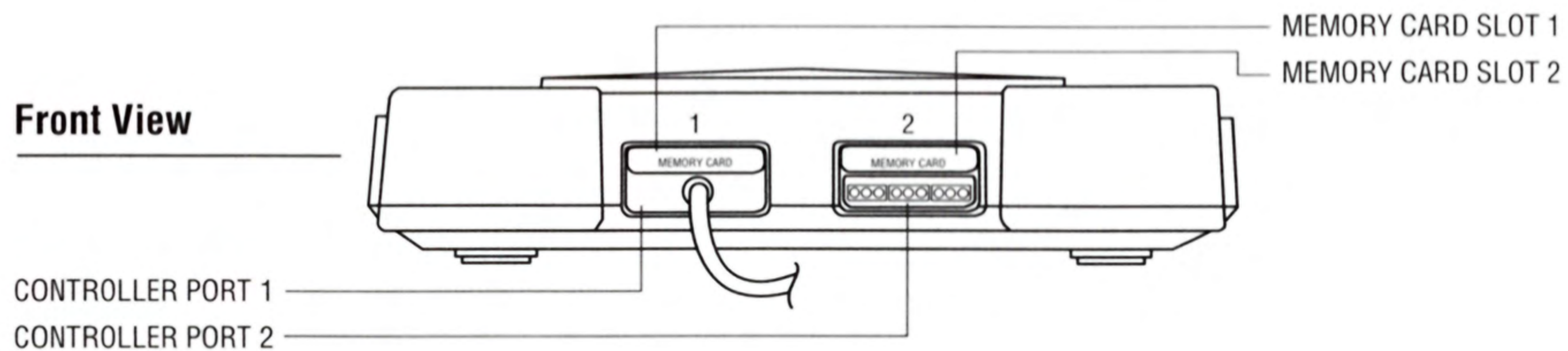
PLAYSTATION™ SET-UP

Console

Top View



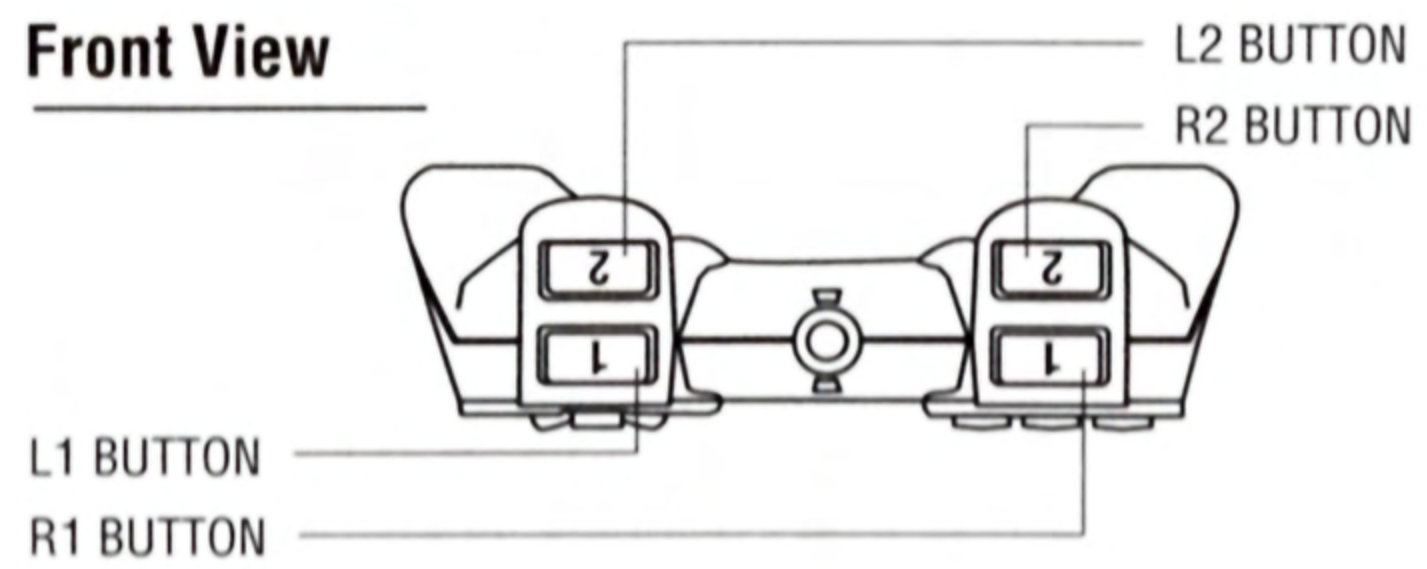
Front View



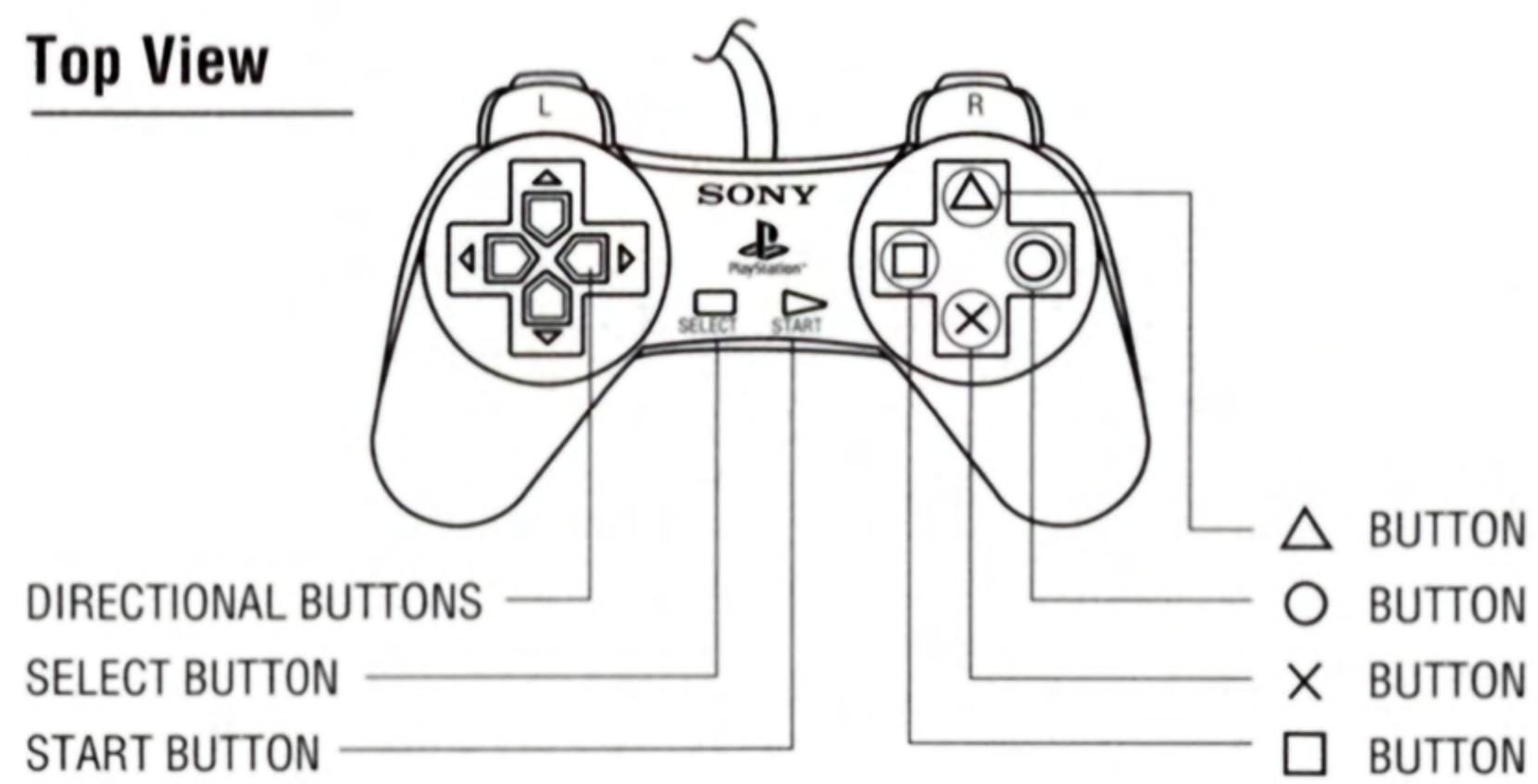
Setup your Playstation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the NBA Shoot Out 97 disc and close the CD door. Insert game controllers and turn on the Playstation™ game console. Follow on-screen instructions to start a game.

Controller

Front View



Top View



CONTROL SUMMARY

With Multi-Tap you can play with up to eight players.

INBOUND PASS




Pass



Tap to cycle thru teammates to pass to

OFFENSE



Shoot  +D-Pad away from basket gives you a fade way jumper.



Pass



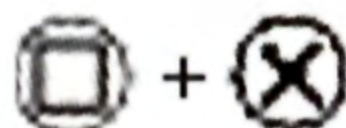
Speed Burst (when moving)



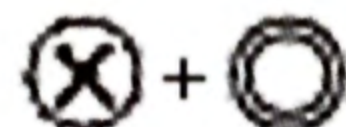
Pump Fake (when stationary)







Special Moves



Dunk



Mid-air Pass

Alley-Oop Using **ICON PASSING™** double tap and hold icon (, , , ) to take control of the cutter. Move the cutter toward the basket and release the icon.

L1 Closest Man to basket cuts

R1 Closest Man to ball cuts

R2 Cycle through offensive plays

L2 Bring up passing icons





ICON PASSING™

Double-tap icon for a "quick" shot. (First press passes to teammate, second press shoots.)
Double-tap and hold icon to set up a pass while you control the cutter, then release the icon to receive pass.
Press icon and hold for a "give and go."

REBOUND

After the shot, press  to take control of the man closest to the basket.



DEFENSE

-  Attempt Steal
-  Switch to closest Defender/Hold for closest man under the basket
-  Jump to Block Shot or Rebound
-  Speed Burst
- R2** Cycle thru defensive plays
- RI+LI** Intentional Foul

INSTANT REPLAY

- L2/R2** Rewind/Forward
- L2+R2** Slow Motion

MOVING THROUGH THE MENUS

- D-Pad** Highlight items/teams
-  Select highlighted item/Cycle through options
-  Return to previous screen
- START** Pause Game/Resume Game

MAIN MENU

You begin at the Main Menu screen every time you play. There are three basic game modes: Exhibition, Season, and Playoffs. Seasons and Playoffs (and created players) can be saved onto memory cards—Exhibition games cannot be saved.

See below for instructions on the Rosters screen, page 10 for instructions on the Game Options screen. Follow the on-screen instructions on the Memory Card screen to save and load Playoffs, Seasons, and Startup Options.

ROSTERS


The Rosters screen allows you to modify your rosters by editing starting lineups, trading players, creating players, releasing players, signing free agents, and viewing Player cards. Note that you can always return the rosters to their original forms by selecting Reset Rosters from the bottom of the menu. The sections below offer instructions on each process.

Edit Starting Lineups



The edit lines screen allows you to set the starting lineup for the teams in advance. You'll also have the opportunity to set the starting lineup of your team before a game begins.

Every player on the bench is available for every position, so you're not limited as to who can play center, guard, or forward. It's wise, though, not to put a six-foot guard in at center or forward. Notice that the highlighted player's stats appear in the box at the bottom of the screen.

- To see a player's complete stats, press .
- To replace a player, press the D-Pad left/right to highlight the player, and then press the D-Pad up/down to cycle through the available replacements.

Trade Players



Trades are conducted on a one-for-one basis. At the beginning of the trade, you must select a player to be traded. After you select the player, you're prompted to select the player he'll be traded for.



- Press the D-pad left/right to cycle through the teams.
- Press the D-Pad up/down to scroll through the player roster.
- Press **X** to select the highlighted player.


Once you select a player to be traded, the league rosters appear on the left side of the screen. Find the player you want to trade for just as you found the player to be traded, and then press **X** again. The two players switch teams.


Create Player






The Create Player screen allows you to custom design a free agent. You need to name the player and assign him a college before you give him physical characteristics and a position.

- First select a player face by cycle through the faces with D-Pad left/right
- Press  to bring up the alphanumeric box and name the player.
- Use the D-Pad to highlight characters in the alphabet, and press  to select them. The 'Del' at the end of the list stands for 'Delete.' When you're finished spelling the name, select 'End'
- Write in the College name in the same way as you did the player name. Then select 'E'.
- D-Pad up/down to highlight the remaining options.
- D-Pad left/right to cycle through the various player heights.
- D-Pad left/right to cycle through the various player weights.
- D-Pad left/right to cycle through the various player positions.
- D-Pad left/right to cycle through the jersey numbers.

When you're finished, highlight Done and press  to go to the player attribute screen, where you can modify the player's skill levels. There are eighteen player attributes, including an "Overall" rating, shown in green bars on the screen. The red bar at the bottom of the screen shows the total amount of unassigned potential remaining in the player. As you increase or decrease the green attribute bars, you'll notice that the red bar moves in the opposite direction.




- To adjust an attribute bar, D-Pad up/down to highlight the desired bar, and then D-Pad left/right to increase or decrease the bar.
- When you're finished setting the attributes, press . You can abort the process by not confirming the player before moving on.

Release Player

- Highlight a team, and then press .
- To release a player, D-Pad up/down to highlight the player to be released, and then press .
- Press  again when prompted to verify the selection.

Sign Free Agent



You need to create a player before you can sign a free agent.

- D-Pad up/down to highlight the desired free agent, and then press .
- Now, highlight the team to which you wish to add the free agent, and then press .
- Press  again when prompted to verify your selections.



Player Cards



The Player Cards offer valuable statistics on all the players in the game, taken from the 1995-96 NBA season.

- Use the D-Pad to highlight a team, and then press .
- D-Pad up/down to select a player, and then press .
- D-Pad left/right to change teams.

Reset Rosters



To reset the rosters, highlight 'Reset Rosters' and press . Select 'Yes' and then press  again to confirm.

WARNING: Resetting rosters will erase all created players.

GAME OPTIONS



The Game Options screen allows you to customize the game to suit your preferences and skill level.

- Press the D-Pad up/down to highlight your choice, and then press  to change the setting.
- When you're finished with the Game Options screen, press  to return to the Main Menu.

Game Mode

There are three modes — Simulation, Custom, and Arcade — determine the style of play. In Simulation mode, the game closely follows the NBA rules. In Arcade mode, the players jump higher, don't suffer fatigue, can't foul out of the game, and there are no substitutions.

Custom Mode

When you select Custom Mode, a Game Rules option appears on the Pre-Game menu to allow you to choose which rules you would like to enforce. Toggle the options on the Game Rules menu works just like the other menus.

Difficulty

We recommend that you start out on Rookie level and work up to All-Star. In the unlikely event that you master All-Star, you can set up games between the weaker teams and the tougher teams, or make trades to strengthen the opponent or weaken your team.

Qtr. Length

There are six quarter length settings. These cannot be changed once the game has begun. Note that the seconds on the game clock tick off in real time.

Dunk Replays

It's hard to imagine anyone not wanting to see the awesome dunk replays, but if you want to get through the game without delay, you can turn off the Dunk Replays. With Dunk Replays On, you can stop the replay by press START and then adjust the camera view.

CPU Assist

The CPU Assist feature allows you to keep the game close. With CPU Assist ON, your shots are more likely to fall when you're behind by a few baskets.

Commentator

The commentator setting controls the game commentary. If you turn it OFF, the commentary will not play during the game.

Music

Select this option to toggle the menu music on/off.

SFX

Select this option to toggle the sound effects on/off.

Crowd Noise

Select this option to toggle the crowd noise on/off..

Player Name

The player indicator appears beneath the ball-handler. Select this option to toggle the Player Indicator on/off.


On-Screen Help

The On-Screen help appears at the top of the screen and provides a list of the button controls. Select this option to toggle the On-Screen help on/off.

SELECT TEAMS (EXHIBITION)




In Exhibition play, the Select Teams screen shows a comparison between the two selected teams in ten important categories. The longer the bar, the stronger the team is in that category. The team with the green bar is superior in that category.

- To select a team, press the D-Pad left/right to highlight the home/visiting team, and then press up/down to cycle through the teams.
- When you've finished selecting the teams, press  to continue to the Player Control screen.

Player Control

After you've selected your teams and settings, you need to assign the controller(s) to the appropriate teams. All the controllers plugged into the Playstation™ appear on the screen.



- Press the D-Pad left/right to assign that controller to either the home or visiting team. For a computer controlled game, do not assign any controllers.
- Press  to continue.

Multi-Player Cooperative

When two or more players select the same team, they'll be prompted after the Edit Line screen to select which position they're going to control exclusively for the entire game. When the positions are selected and the game begins, the controller assignments can't be changed, and the players will not

STARTING LINEUPS

Before you take the floor, you have the opportunity to modify your starting lineup. Every player on the bench is available for every position, so you're not limited as to who can play center, guard, or forward. It's wise, though, not to put a six-foot guard in at center or forward. Notice that the highlighted player's stats appear in the box at the bottom of the screen.

- To replace a player, press the D-Pad left/right to highlight the player, and then press the D-Pad up/down to cycle through the available replacements.
- To see a player's complete stats, press .
- To proceed to the pre-game menu, press .

PRE-GAME MENU

The pre game menu contains some options which were available on earlier screens and menus already described. This is your last chance to make any changes before the tip off. The following options are present on the Pre-game menu, among others already discussed.

Team Strategy (Also on Game Paused Menu)

The following team strategies inform the CPU-controlled players how to behave on defense.

Double Team

With double team ON, two players cover the best player. With double team off, it's strictly man-to-man defense.

Crash Boards

With Crash Boards ON, your team is more aggressive in getting rebounds under the boards. One possible drawback to this is that some players might not get back on defense, or start their fast break, as quickly as they would with Crash Boards OFF.

NBA SEASON

The NBA Season replicates the 82-game 1996-97 schedule. At the beginning of the season, you're prompted to select a team or teams to follow or control. Tagging more than one team allows for group competition.

Use the D-Pad to highlight your team, and press  to "tag" it. Press  to progress to the NBA Season Menu .


Note that you need not actually play every game on the schedule — the computer will generate results for the games you choose not to play.

Play Game

Select Play Game to move to the Team Match-Up screen. Before the tip-off, you visit the pre-game menu, which contains all the same choices as the Exhibition pre-game menu, and the additional option 'simulate game.'

Season Standings

The Season Standings screen shows the win/loss records of all the teams, separated by Conference and Division.

- Press the D-Pad left/right to switch between conferences.
- Press  to switch between divisions.
- Press the D-Pad up/down to scroll through the standings.

Season Calendar

The Season Calendar displays the daily match-ups around the league.

- Press the D-Pad left/right to cycle through the dates.
- Press the D-Pad up/down to scroll through the games.

Trade Players

The Trade Players screen functions exactly as described previously, on page 7.

Team Stats

The Team Stats screen shows the team stats for all 29 teams.

Player Stats

The player stats screens contain the stats for all the players on your team.

- D-Pad left/right to cycle through the players stats screens.

League Leaders

The League Leaders screen displays the league leaders in a variety of offensive and defensive categories.

Start Playoffs

The Start Playoffs option generates the final seasons standings for all the teams and takes you directly to the Playoff screen.

Quit Season/Playoffs

To end the season (or playoffs) without completing it, select this option. Make sure to save your season (or playoffs) before selecting this option if you wish to continue the season at a later time.

PRE-GAME MENU

In Season mode, the Pre-Game menu offers an additional option — Simulate Game — described below.

Simulate Game (Season)

The Simulate Game function instructs the computer to generate a result and statistics for that game and any other games scheduled for that day or round.

- To begin simulating a game, select Simulate Game and press .

The computer shows you the first quarter score and stats.

- To simulate the next quarter, press  again. Continue until the game is over.

NBA PLAYOFFS





Before you begin a new Playoff series, you need to choose how many teams will participate in the playoffs and which ones you will track. Tagging more than one team allows for group competition.

Start Playoffs

Select Start Playoffs after you select the teams you're going to track. You must select at least one team to track before you can start.

Choose Teams

This screen allows you to tag one or more teams.


- Use the D-Pad to highlight a team, and then press  to tag or un-tag a team.
- When a team is highlighted, press  to cycle through the NBA teams, thereby changing the team in that bracket.
- Press  or  to return to the NBA Playoffs menu.

Starting Teams

Here is where you determine how many playoff rounds there will be by selecting the number of playoff teams. If you choose only 4 teams, the first round is the conference finals, and the second round is the NBA finals. If you choose 8, the playoffs start with the conference semi-finals, 16 team playoffs (the actual NBA number) start with an abbreviated first round series.

Series Length

There are three different series length choices: Single Game, 3,5,5 and 5, 7,7. The abbreviated first round series does not apply to Playoffs that start with four or eight teams.

- To change the Starting Teams and Series Length settings, D-Pad up/down to highlight the setting you wish to change, and then press  to cycle through the choices.

NBA PLAYOFFS (Pre-Game Menu)

You can set-up the playoffs in a variety of different ways. Once you select the settings and begin, the computer keeps those settings until the playoffs are finished.

Play Game

Select Play Game to advance to the Team Matchup Screen.

Playoff Tree

The playoff tree displays the series results of all the games played thus far. D-Pad left/right to scroll between the conferences, and up/down to scroll the conference brackets.

Team Stats

The Team Stats screen shows the team stats for all the teams in the league. D-Pad left/right to scroll through the stats.

Player Stats

The player stats screens contain the player stats for all teams in the league.

Save Playoffs

You'll need to save your playoffs onto a memory card if you want to return to it. Follow the on-screen prompts to save your playoffs, and make sure you write down the number of the saved playoffs if there is more than one saved playoffs on the card.

Quit Playoffs

Select this option to return to the Main menu.



ON THE COURT

The court always shows the name of the player with the ball and the name of the offensive and defensive strategy used by either team. For more about the strategies, see pages 24-26. Various game options allow you to add more information to the game screen.

JUMPBALL


When the referee tosses the ball up, press  to have your center jump for the tip. Use the D-Pad to aim the tip.

INBOUND PASS


The  button inbounds the ball to the nearest teammate. If you want to pass to a different teammate, press  to move the player cursor (green circle) to a different player. It might take you a few presses to get to the teammate you want.

Note: You can use the D-Pad to move the highlighted inbounding player.

RUNNING THE COURT

Whether you have the ball or not, you need to guide the player under your manual control. The player you control is marked with a green circle. Controller One has a green circle, controller Two a red circle. To move your player, press the D-Pad. Pressing  gives the player you are controlling a brief turbo boost. The bar at the top of the screen indicates how much turbo that player has left.


NORMAL PASSING

Press  to pass the ball. The player with the ball always passes in the direction he is facing. In general, long passes are more dangerous than short passes, in that they are more likely to be stolen.



ICON PASSING™

The icon passing system allows you to pass to the teammate of your choice, and thereby enjoy more control. Pressing and holding L2 brings up the passing icons, each one attached to one of your teammates. Simply press the button that corresponds to the teammate to pass him the ball.


SHOOTING

Press  to perform a jumpshot. Hold the button down to jump, and then release the button to shoot. Your chances of hitting the shot are better when you release the ball at the peak of your jump.



DUNKING

The combination  +  attempts a dunk or layup. Be careful when attempting the dunk, though; the chances of committing an offensive foul are greatly increased when you lunge toward the basket with defenders in your way. If you attempt a dunk when you're not close to the basket, the player will attempt a jump shot.



SPECIAL MOVES

The  button performs a special move, like a "cross-over dribble," a dribble between the legs or a behind the back dribble. Special moves can throw the defender off guard.


MID-AIR PASS

When you go up for a shot, you can change your mind in mid-air and pass the ball off instead of taking the shot. While holding down  press  before the shot is released to pass off to the nearest teammate.


DEFENDING

Defense is man-to-man, and the computer controls the defenders not under your immediate control. To take manual control of the defender closest to the player that has the ball, press . Press and hold  to activate the man closest to the basket.


SHOT BLOCKING

The  button attempts a shot block. Of course, the defensive player must be in the proper position, and you must time the jump accurately, to succeed in blocking the shot.

REBOUNDING

The  button is also for rebounding. When an errant shot bounces off the rim, time your jump to out-board your opponents.

STEALING


The  button checks the opponent and reaches for the ball. If the opponent has the ball, and the ball is within reach, this can result in a steal.

PLAY CALLING

There are seven offensive sets and two defensive sets, all described on pages 24-26. To cycle through the applicable plays, press R2.

AT THE FREE THROW LINE

When you get fouled in the act of shooting, the computer takes you directly to the line. A cross appears on screen to help you aim the shot. A cursor moves back and forth along the horizontal bar of the cross. Your goal is to stop the cursor directly in the center of the cross.

- Press  to stop the cursor. If you wait more than five seconds the computer will take over and attempt a shot, aiming at random.

When you stop the horizontal cursor, the vertical cursor begins moving. Stop the vertical cursor in the center of the cross, just as you did the horizontal cursor. If you succeed in stopping both cursors at or very near the center of the cross, the free throw will go in.

GAME PAUSED SCREEN

The Game Paused screen offers a variety of options, some of which were available from earlier menus. When the game is paused, you can change the player control, replay the last few seconds, access the game options screen, access the team strategy screen, see the game and player stats, check the team matchups, change the camera view, and exit the game.

- To pause the game, press Start.
- To resume the game, press Start.

The pause game menu provides the following choices to allow you to make changes to the game or to exit it.

Player Control

The Controller select screen functions just as explained on page 12.

Replay

The Replay option shows you the last few seconds of the action. Press Start for a list of Replay Camera options.

- Press R2/ L2 to advance/rewind the replay.
- Hold R2+L2 for a slow motion replay.


Game Options

This screen functions exactly as described on page 10.

Team Strategy

The Team Strategies are described on page 13.

Game Stats

Takes you to the Game Stats screen, which displays all the crucial statistics for the game. This screen is non-interactive. Press  to view the opposing team's stats.

Player Stats

This player stats screen provides individual player stats in ten different areas. D-Pad up/down to scroll the list. D-Pad left/right to cycle through the players.

Team Matchup

Takes you to the team matchup screen, which is non-interactive.


Camera View

There are five camera view. Explore all the different views and decide which ones you like best. Highlight the desired view with the D-Pad up/down.

Exit Game

Select Exit Game to return to the Main Menu without finishing the contest. If you exit a season or playoff game, no result will appear in the standings for that game or that day.

POST GAME SCREEN

At the end of an Exhibition game, the program asks you if you'd like a rematch. Highlight Yes and press  to return to the court immediately with the same two teams. If you select No, you'll be presented with the Post Game screen.

Team Matchup

Takes you to the team matchup screen, which is non-interactive.

Game Stats

Takes you to the Game Stats screen, which displays all the crucial statistics for the game. This screen is non-interactive.

Exit Game

Returns you to the Main Menu.

Player Stats

At the end of a game, the players' stats are available on the Player Stats screen.

- To cycle through the players, press the D-Pad left/right.
- To scroll through the stats, press the D-Pad up/down.

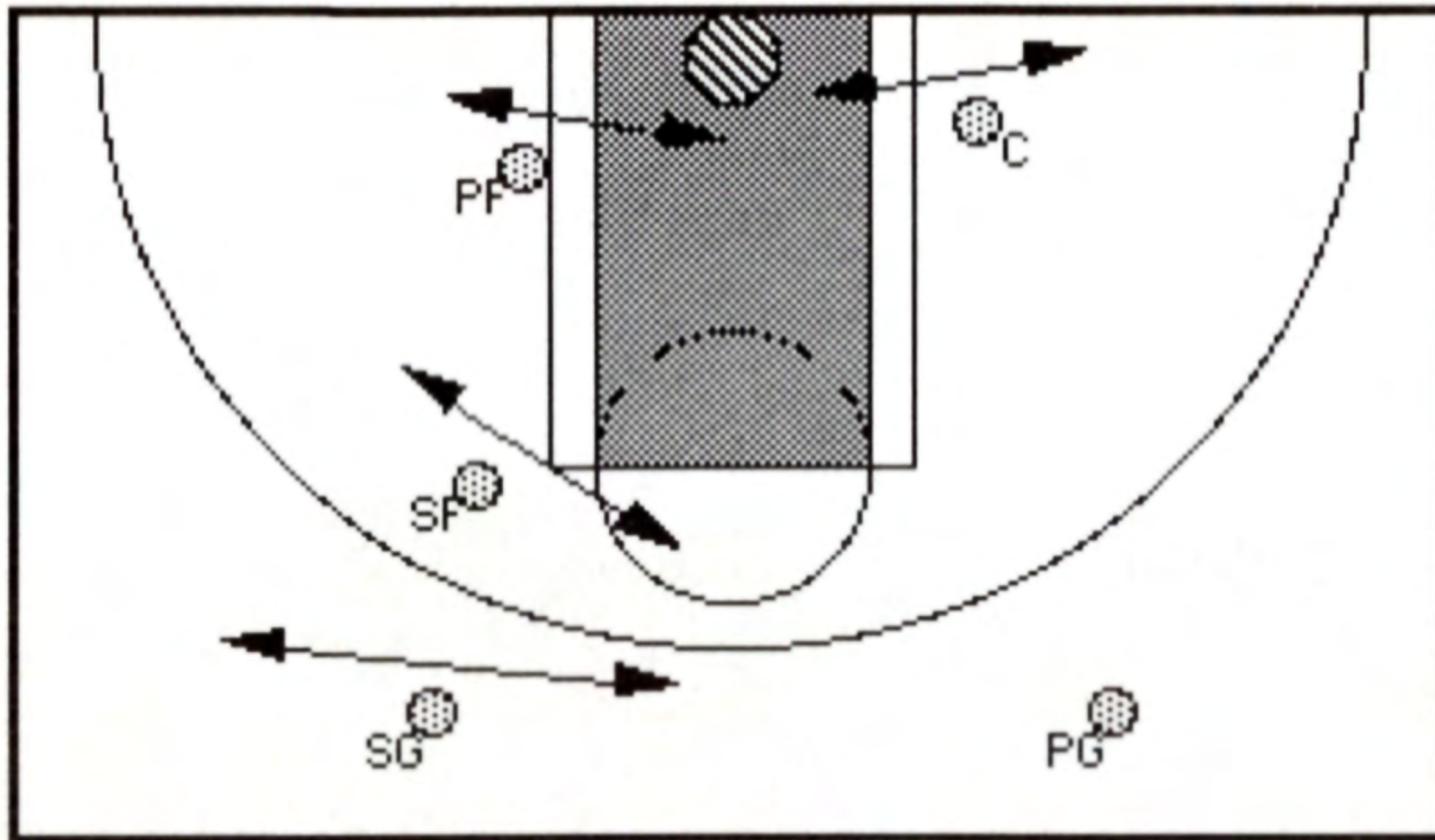
Player of the Game

This screen showcases the games most valuable player, along with his primary statistics.

THE OFFENSIVE SETS

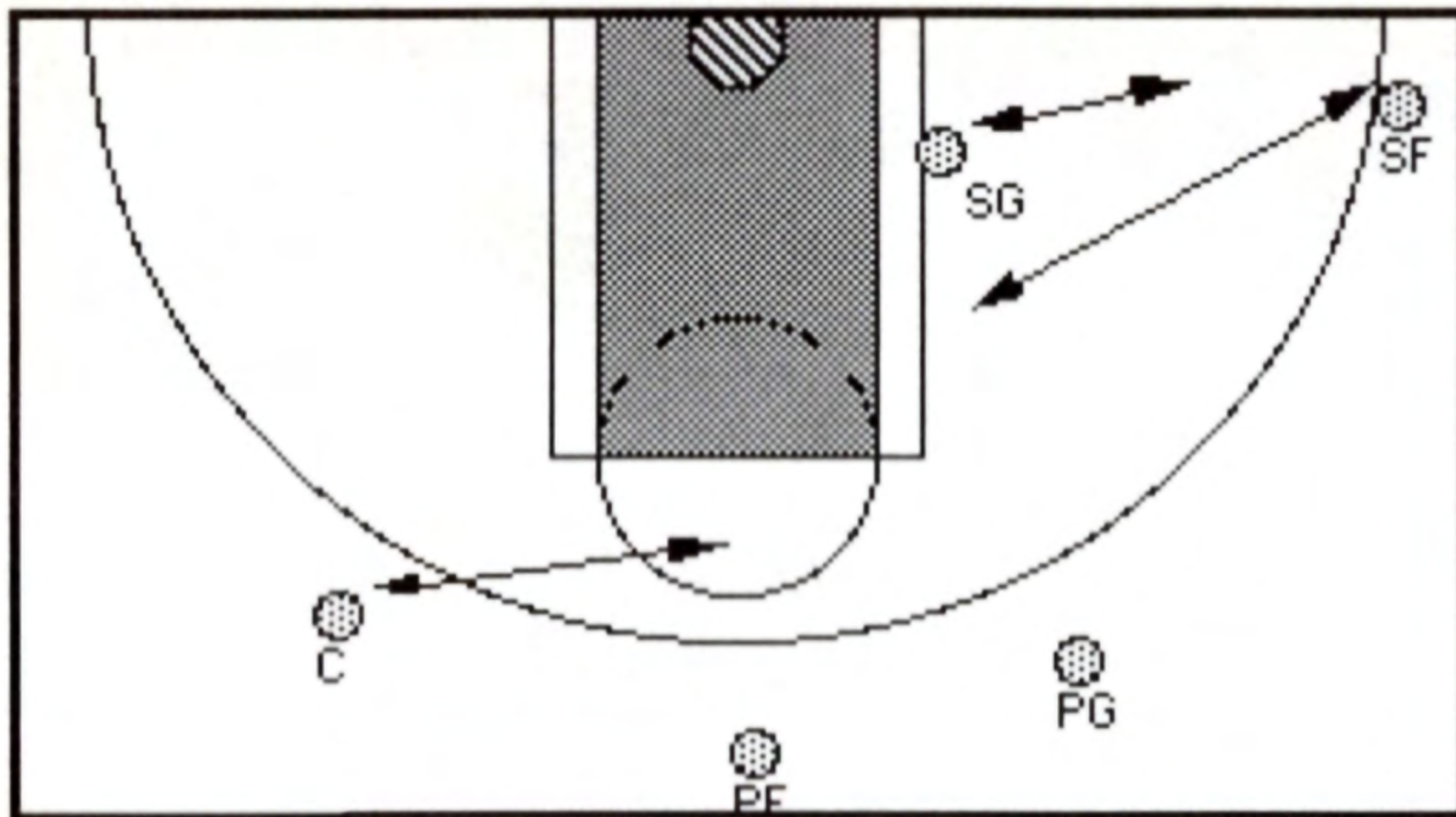
The following offensive sets are common to most NBA teams. When you're running an offensive set, the players run through established routines, but it's up to you to execute the plays with accurate passing and ball-handling. The effectiveness of each set is dependent in part on the speed and skills of individuals on your team.

BOX



This is your basic NBA offense. The center and power forward post up under the board, and the small forward takes the high post. Here, you're looking for an easy field goal with good offensive rebound possibilities and the freedom to get back on defense.

INSIDE TRIANGLE

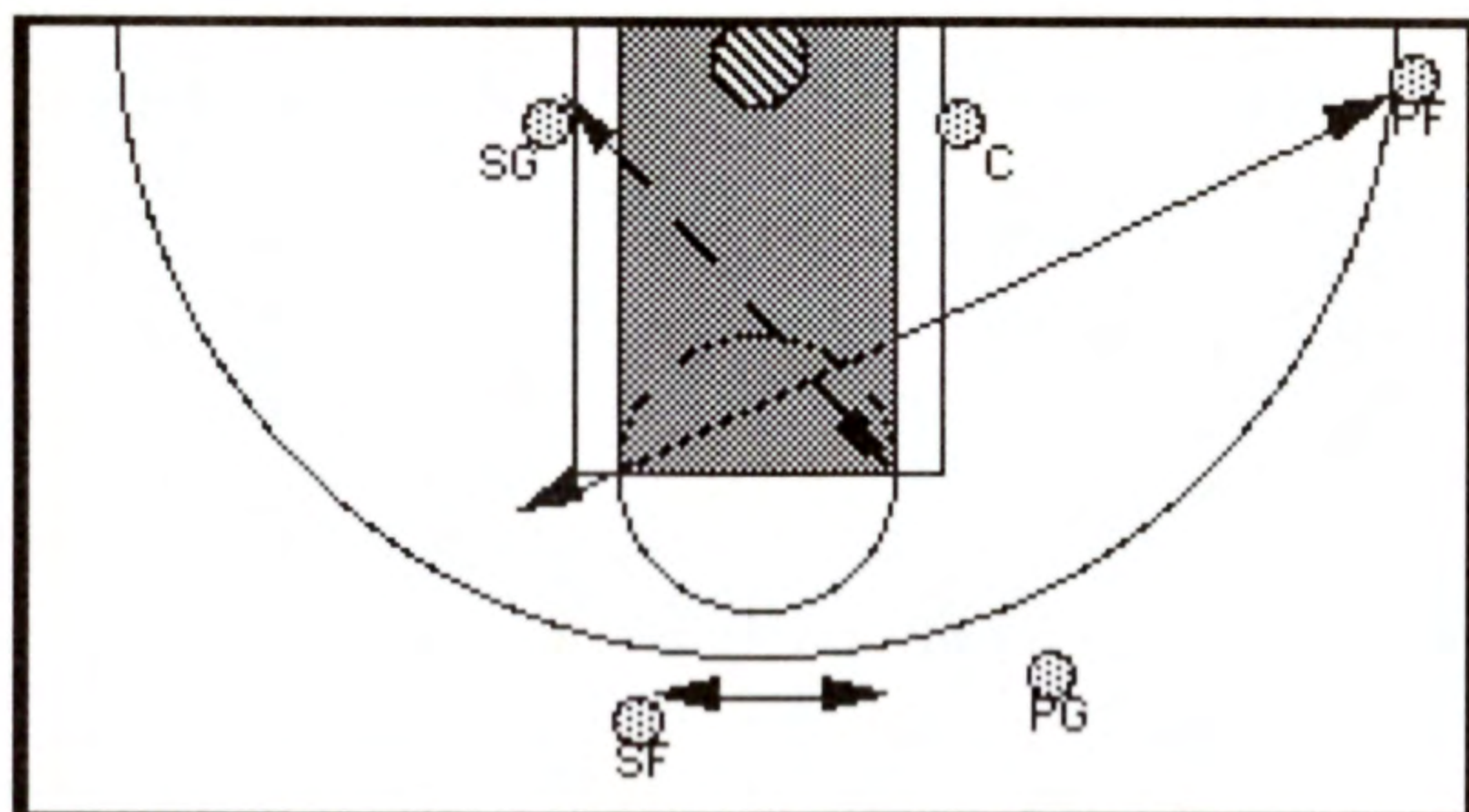


Here the center and the shooting guard play the perimeter, while the other three guys set screens for each other in the key to free up an open shot or a dunk.

THREE POINT PLAY

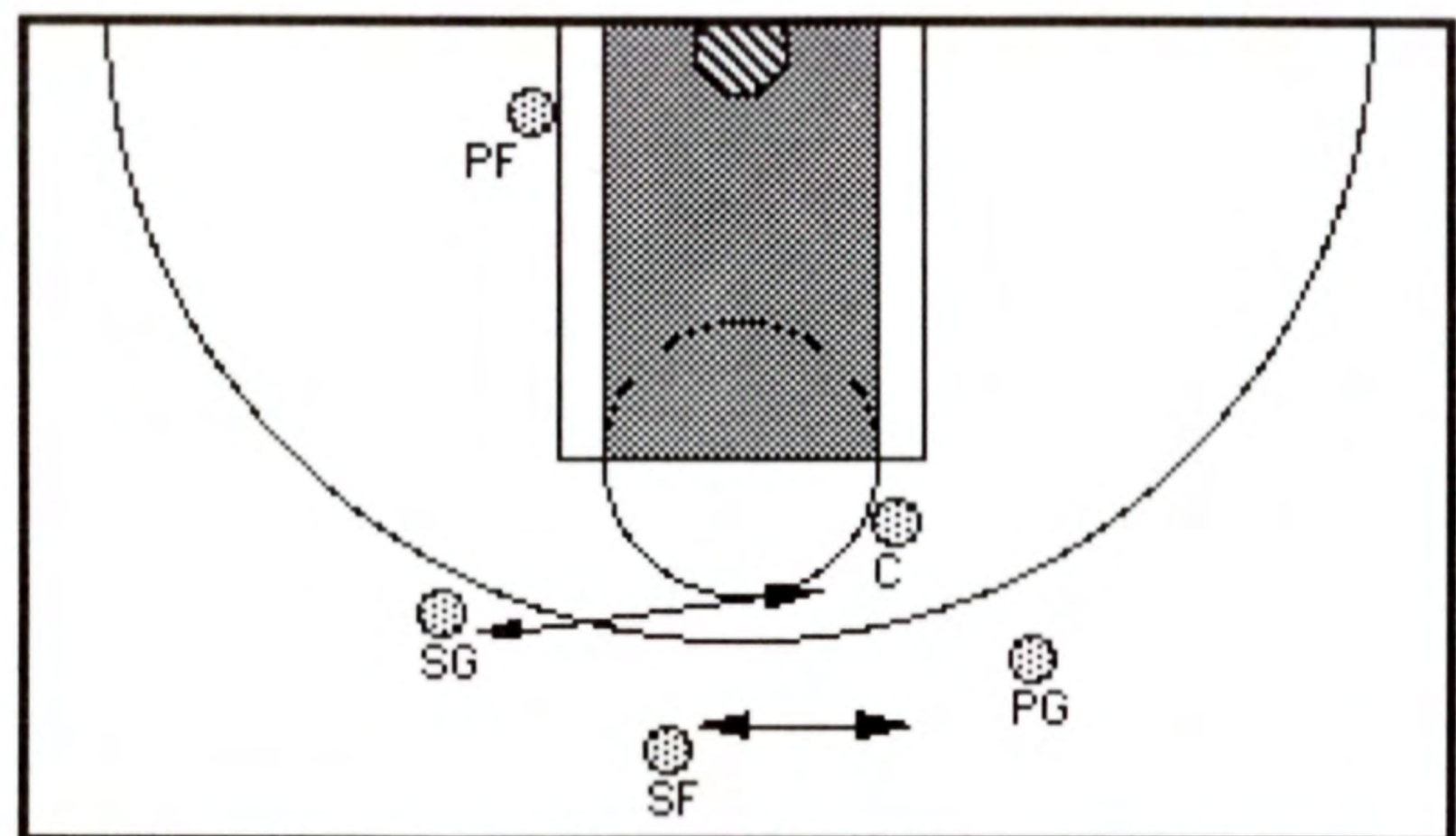
The three point play isolates the shooting guard behind the arc. All you have to do is hit him when he's open and then fire off a trifecta.

OUTSIDE TRIANGLE



More open than the Inside Triangle, here you have three players rotating on the perimeter and the shooting guard criss-crossing the paint for improved chances of an open jumper.

HI-LO POST



A standard perimeter offense, the Hi-Lo post positions the center hi and the power forward low, with the other three men moving back and forth along the perimeter. This creates a wide area for ball movement and, ideally, a lot of good passing and shot opportunities.

THE DEFENSIVE SETS

Both sets make use of man-to-man ball pressure in the hopes of making a steal, intercepting a pass, or otherwise forcing a turnover. The key difference between the two comes in the coverage of the inbound pass.

FULL COURT PRESS

Here, both the inbounder and the ball-handler are pressured. You might get a five- or ten-second violation or a quick turnover. Coaches often use a full-court press when their team is losing and they want to force a change of momentum.

HALF COURT PRESS

This is your standard defensive set, which allows the offense to take the ball into the front court before man-to-man pressure is applied. Players don't tire as quickly, and it's harder for the offense to get a cheap basket...but you won't come up with many backcourt steals.

CREDITS

Producers

Chris Cutliff, Kelly Ryan

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