



PlayStation

NTSC U/C

PlayStation™



IN THE ZONE

2



KIDS TO ADULTS



CONTENT RATED BY ESRB

SLUS-000294
17018

KONAMI
XXL

SPORTS SERIES™



KONAMI®

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.

Congratulations and thank you for purchasing Konami's "NBA In the Zone 2." Please read these instructions before playing the game to make play more enjoyable. Always follow the methods of use described in this manual, and be sure to keep this instruction manual in a safe place for future reference.

CONTENTS

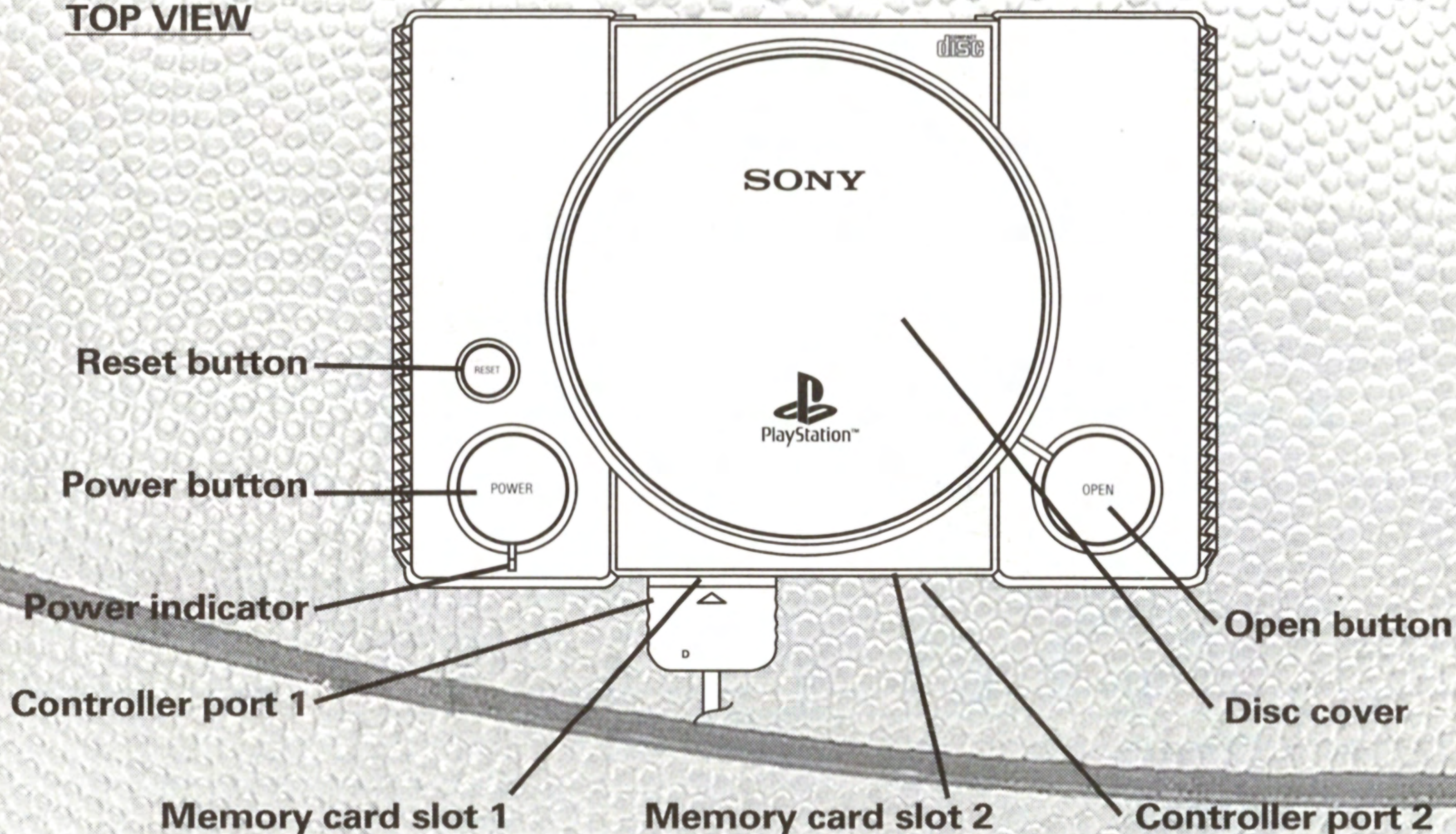
Game Controls	3
Offensive controls	4
Defensive controls	5
Basic Play	6
Advanced Techniques	7
Tips and Advice	8
Explanation of the Game Screen	9
Rules	10
Player Substitutions	11
Multiplay (connecting the Multi tap)	12
Mode Selections	13
Memory Card	18

All photos and video used in this product are from the 1995-96 NBA Season. All NBA Team Rosters in this product are accurate as of 9/19/96.

Konami continually strives to improve the quality of its product line so that customers receive only the safest and most enjoyable products. Therefore, occasionally some differences can be found in products purchased at different times.

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the PlayStation power is off before inserting or removing a compact disc. Insert the *NBA IN THE ZONE 2* disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

TOP VIEW

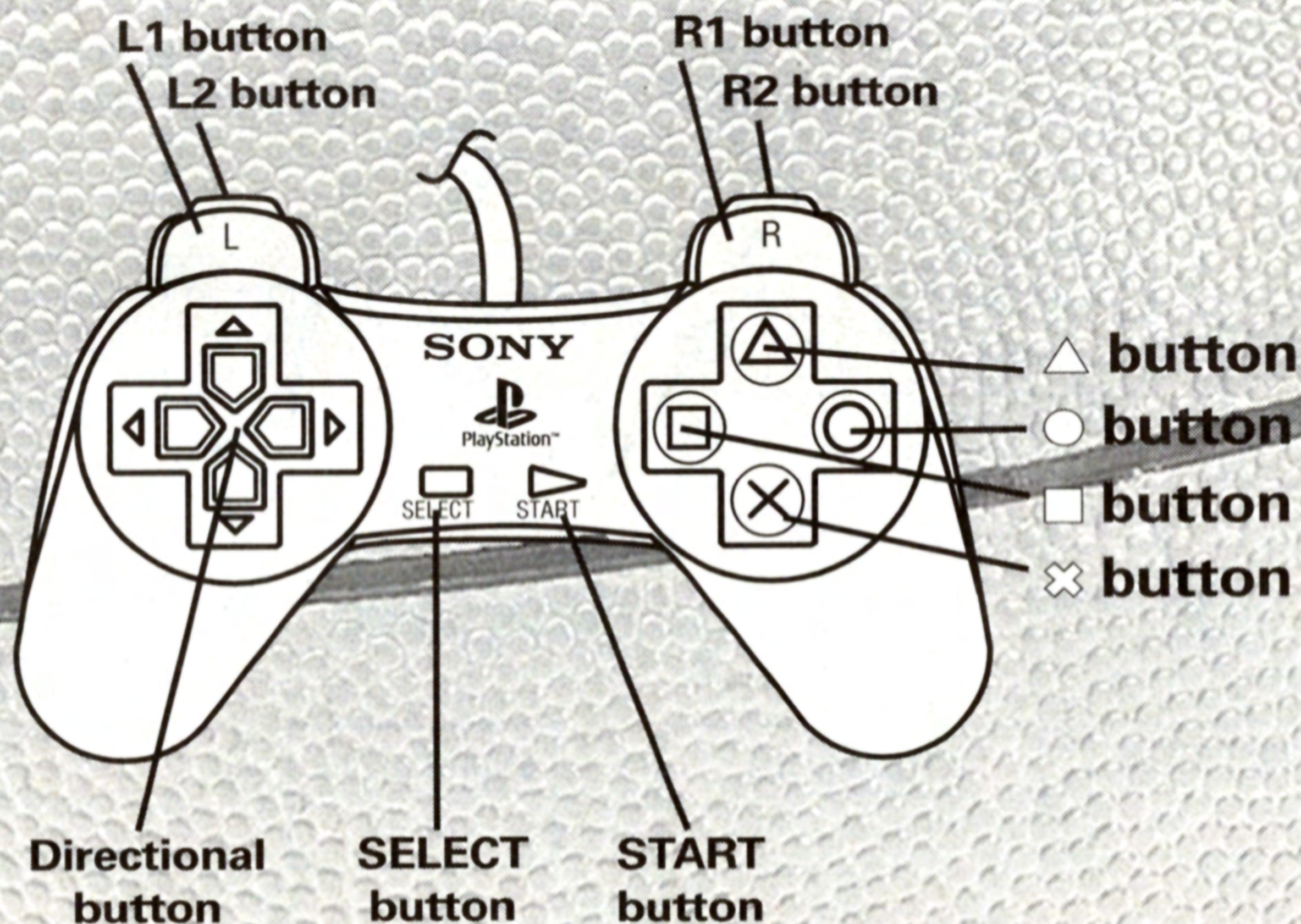


BASIC GAME CONTROLS

NBA IN THE ZONE 2 puts you on the court!

We have gone to extensive lengths to make the selection, options, and setup screens as easy as possible to use. We want you to spend time with the game, not reading a manual! For that reason, most of the descriptions in this manual have been kept brief.

The controller is shown below. For most setup screens, press the  button to accept a choice or the  button to cancel.



For more on Game Controls, see pages 4-5!

CONTROLS FOR THE OFFENSE

L1 = POWER BUTTON:

Hold this button down and press the Directional Button to make your player sprint in the direction pressed. This button can be used in other plays to make your player more powerful, but too much use can drain a lot of the player's stamina.

L2 = FORMATION 2 BUTTON:

Shift the offense.

R1 = FORMATION 1 BUTTON:

Shift the offense.

R2 = CALL BUTTON:

Tells a teammate to set a screen for you.

△ = ACTION BUTTON:

Execute advanced techniques appropriate to your player's current situation, such as post play, drives to the basket, spin moves, or double clutch shots.

○ = SELECT BUTTON:

Change your player.

□ = SHOOT/JUMP BUTTON:

Shoot or rebound.

× = PASS BUTTON:

Pass to the player you are facing.

DIRECTIONAL BUTTON:

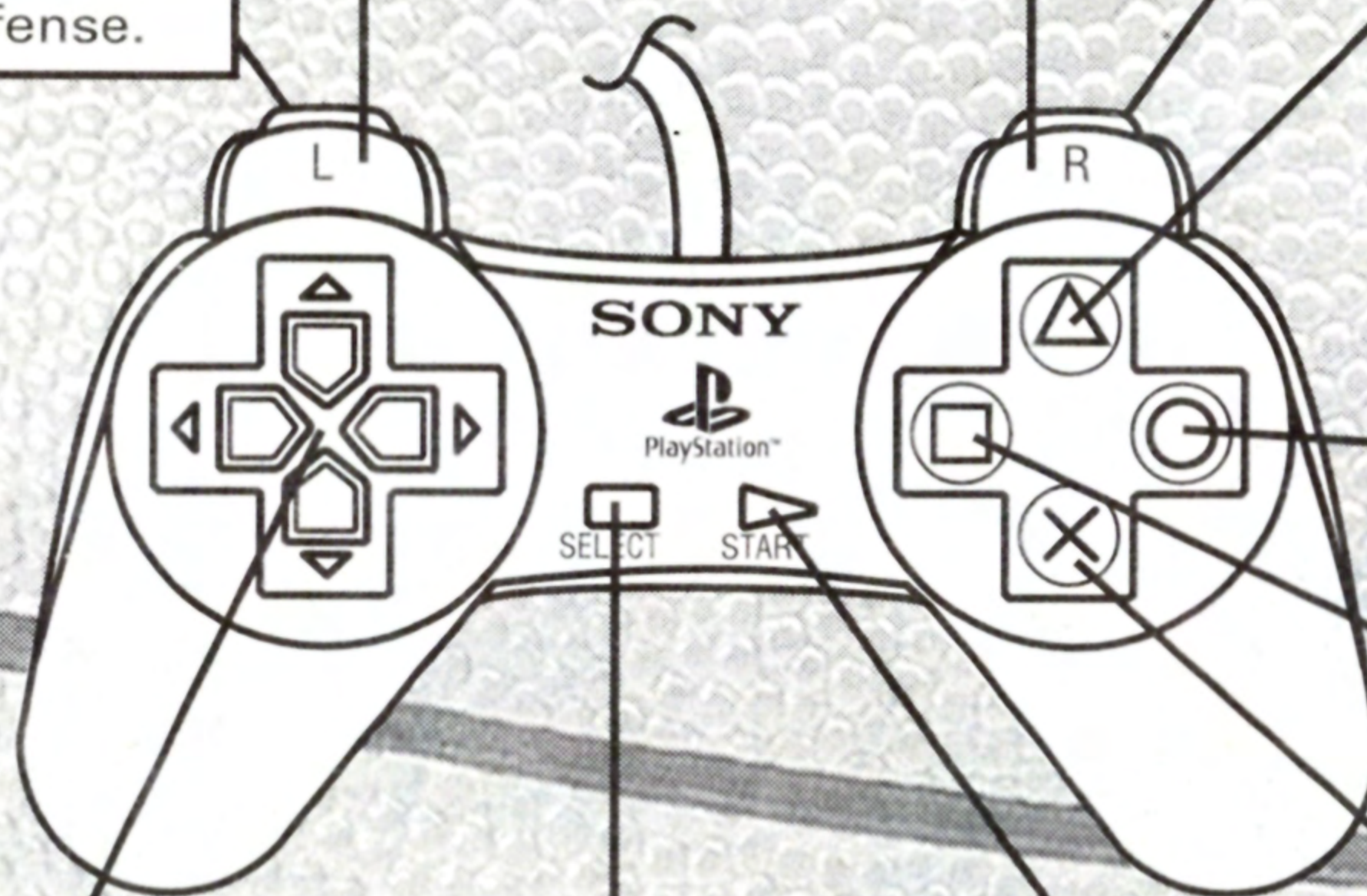
Move player

SELECT BUTTON:

Press to call a Time Out and to substitute players.

START BUTTON:

Pause



CONTROLS FOR THE DEFENSE

L1 = POWER BUTTON:

Hold this button down and press the Directional Button to make your player sprint in the direction pressed. This button can be used in other plays to make your player more powerful, but too much use can be extremely draining on the player's stamina.

L2 = FORMATION 2 BUTTON:

Stop a full-court press.

R1 = FORMATION 1 BUTTON:

Apply a full-court press.

R2 = CALL BUTTON:

Press this button when you want to double-team an opponent.

△ = ACTION BUTTON:

Execute special defensive techniques such as applying pressure defense, preventing players from driving into the paint, or taking offensive charges.

○ = SELECT BUTTON:

Change your player.

□ = SHOOT/JUMP BUTTON:

Block shot/Rebound.

× = PASS/STEAL BUTTON:

Intercept/Steal.

DIRECTIONAL BUTTON

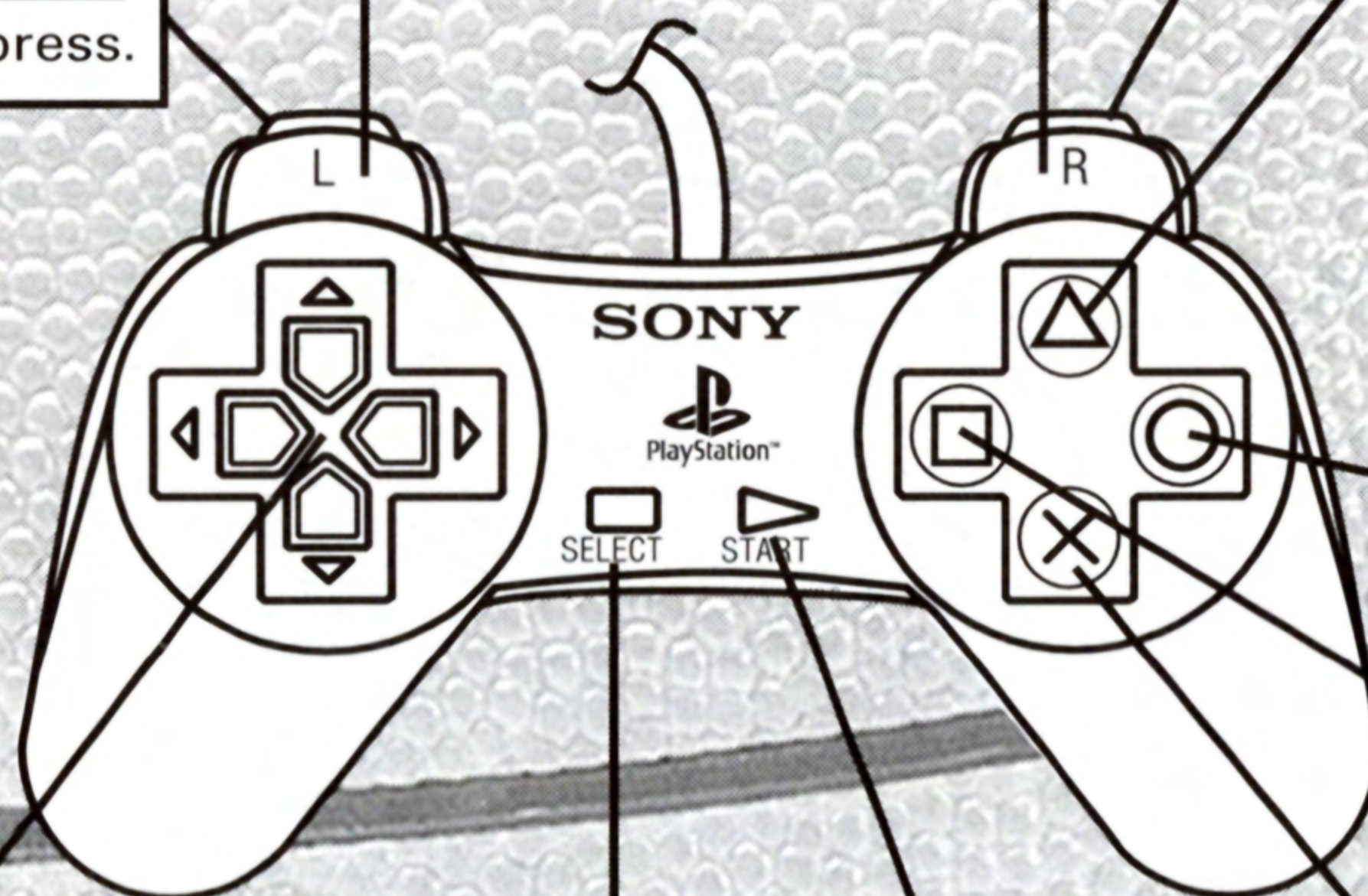
Move player

SELECT BUTTON:

Not used. (Your team must have possession of the ball to call a Time Out.)

START BUTTON:

Pause



BASIC PLAY TECHNIQUES

First, you must learn the basics before attempting any soaring dunks!

Jump Ball

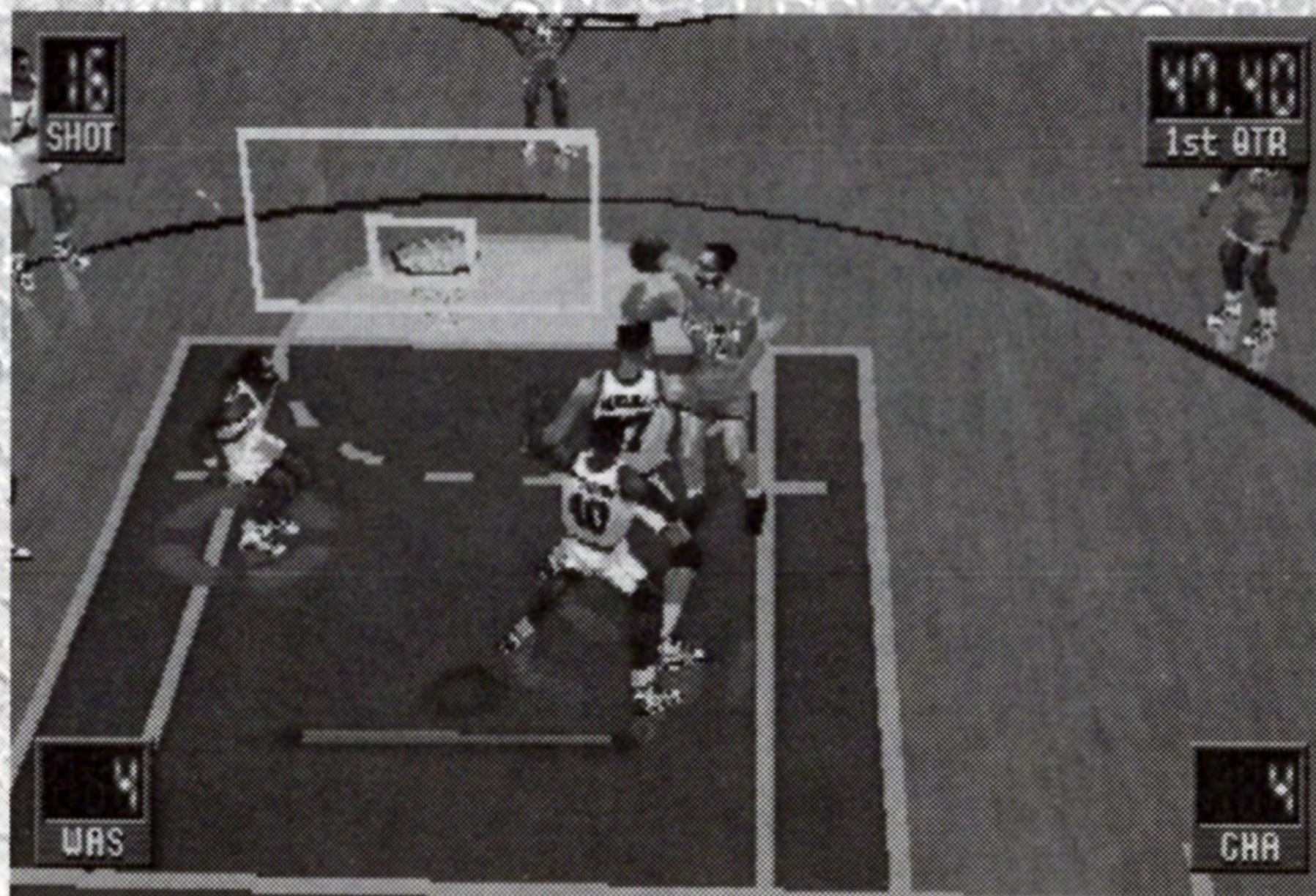
When the referee tosses up the ball, press the **JUMP** button to jump and tip the ball. Good timing is essential.

Throw in

Press the **PASS** button to inbound a ball. If you do not throw the ball within 5 seconds, the ball will be thrown in automatically.

Free Throws

As the ∇ mark moves back and forth across the backboard, try to press the **SHOOT** button just as the ∇ mark passes near the center of the basket. If you do not shoot within 10 seconds, your player will automatically shoot.



ADVANCED TECHNIQUES



Dunking

Dodge the defense, get as close to the basket as you can, then press the **SHOOT** button.

Alley-oop

Press the **SHOOT** button and the **PASS** button together when the player you wish to pass the ball to is close to the basket.

Fade Away Jump Shot

Hold down the Directional button in the opposite direction of the basket and press the **SHOOT** button.

Fake

Tap the **SHOOT** button.

Rebound Dunk

Press the **SHOOT/JUMP** button close to the basket when one of your team member's shots has missed.

Double Clutch

Press the **ACTION** button when you're dunking.

Drive In

When you have the ball, hold down the Directional button and press the **ACTION** button when you are in possession of the ball.

TIPS AND ADVICE

GUIDING THE OFFENSE

- To make great slam dunks, first get clear of the defense! If you are blocked by the defense, your chances of getting the ball in are low.

- * The style of dunk depends on the location and the player. Some guys just can't dunk!

- Using the **FORMATION** buttons, you can build your offense around a key player (or two). Use a guard to draw the defense out then pass into the paint, or have a big man underneath the bucket kick it out for the three.

- * You can assign a **FORMATION** button—[F1] or [F2]—to a player. (see: *Making Substitutions*, pg. 11) Press [F1] or [F2] to move into position to catch a pass. If you hold down a **FORMATION** button then make your pass once he's in front of the defense or inside the 3-point line, he'll receive the pass. (Each player's movement is different in this situation.)

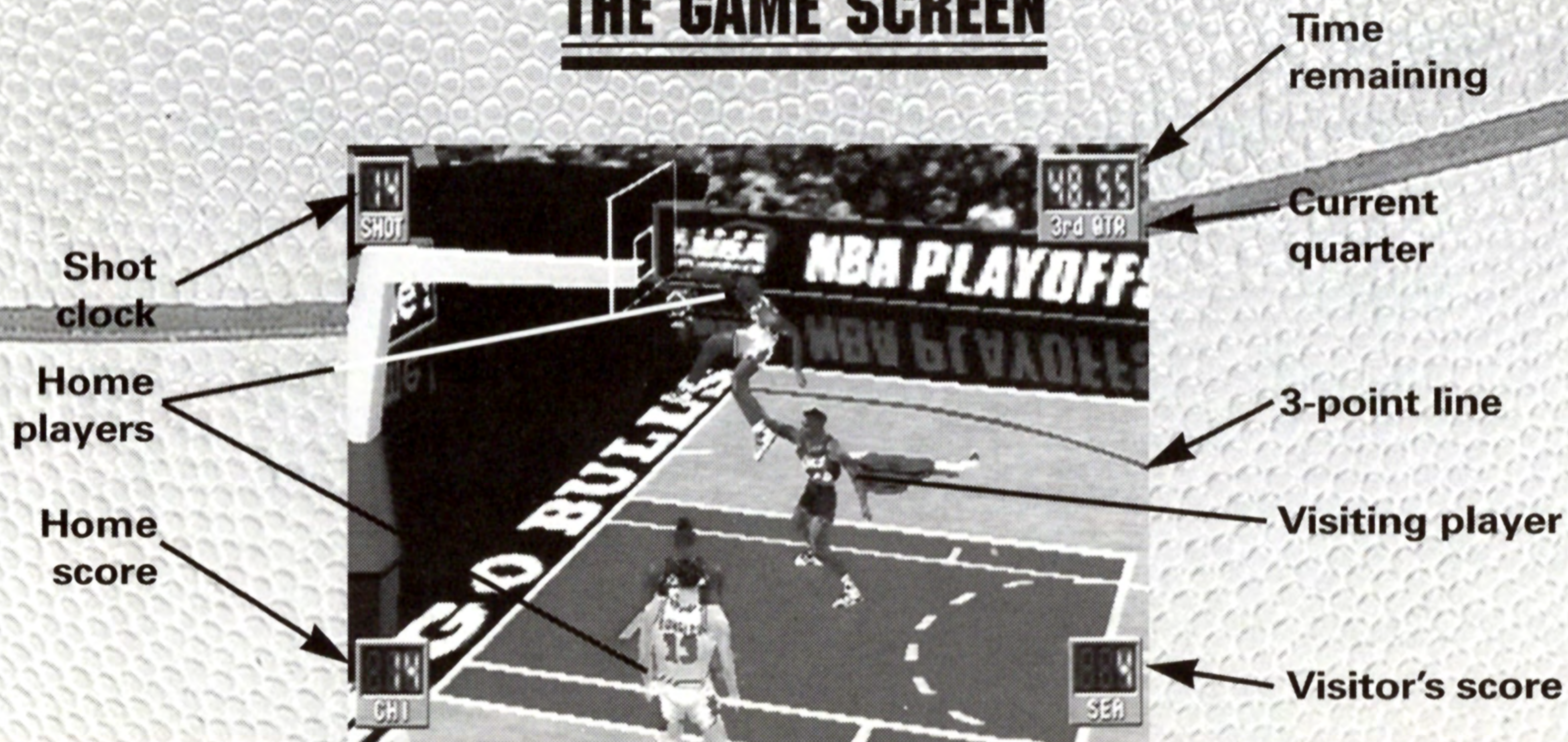


			POWER
PG 5	J.ROSE	G	
F1 SG 31	R.MILLER	G	
SF 9	D.MCKEY	F	
F2 PF 32	D.DAVIS	F	
C 45	R.SMITS	C	
	3 H.WORKMAN	G	

APPLYING DEFENSE

- Be sure to stick to your opponent to prevent him from dunking!
- It's best to cover the man with the ball and leave the defense of other players to the computer. Use the **SELECT** button to switch to the player nearest the ball.
- Use the **FORMATION** button to set your favorite defense pattern.
 - * Press the **FORMATION 1** button for a full court press. This puts a stronger defense on the man with the ball, making it hard for him to pass or shoot. Press the **FORMATION 2** button to call off the press.
 - * Press the **CALL** button to double team the guy with the ball. It's a tough "D", but watch out for the open man of offense.

THE GAME SCREEN



RULES

This game basically follows the official rules of the NBA.

An explanation of the abbreviations used in this game:

- FTFree throws**
- STLSteals**
- REBRebounds**
- BLKShots blocked**
- PTSTotal points**
- FGField goals**
- ASTAssists**
- TOTurnovers**
- 3FG3-point field goals**

GAME LENGTH

Games are played using a four-quarter system. The overtime period is repeated as often as necessary to determine a winner.

TIME OUTS

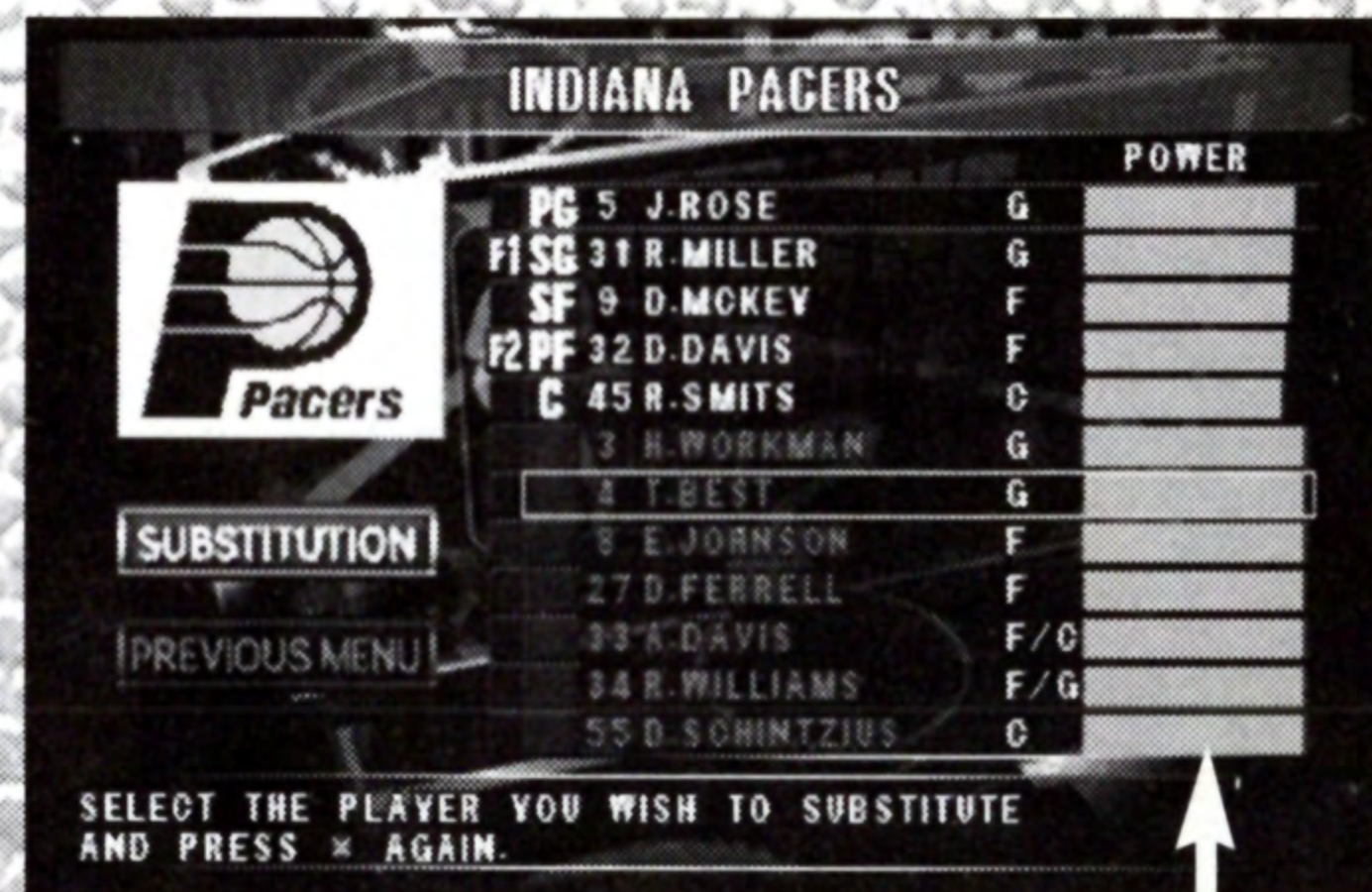
When a time out is taken, you can substitute players and check their stamina levels. You can call a time-out during the game if your team has the ball by pressing the Select button. Both teams can take advantage of a time-out, regardless of who called it.

SUBSTITUTING PLAYERS

Move the cursor to the active player you wish to replace and press the **×** button.

Move the cursor to the player you wish to bring in and press the **×** button. If you select a player who is already playing, the two players will swap positions.

* Move the cursor to a player and press the **FORMATION 1** button or **FORMATION 2** to set that player to that button.



STAMINA

CHECKING STAMINA

Stamina is an element of this game. The faster the action the more of a player's stamina is used up, and if it drops below a certain level the player will no longer be able to use the speed burst (the **POWER** button). If the player is returned to the bench to rest, he will gradually recover his stamina. Some stamina is also recovered at the end of each quarter, and when a time-out is called.

- You can check a player's stamina on the Substitution screen.

FOULING OUT

A player who gets 6 fouls is ejected. He can't return to play in that game. You will be taken to the Substitution screen to select a replacement.

MULTIPLAY

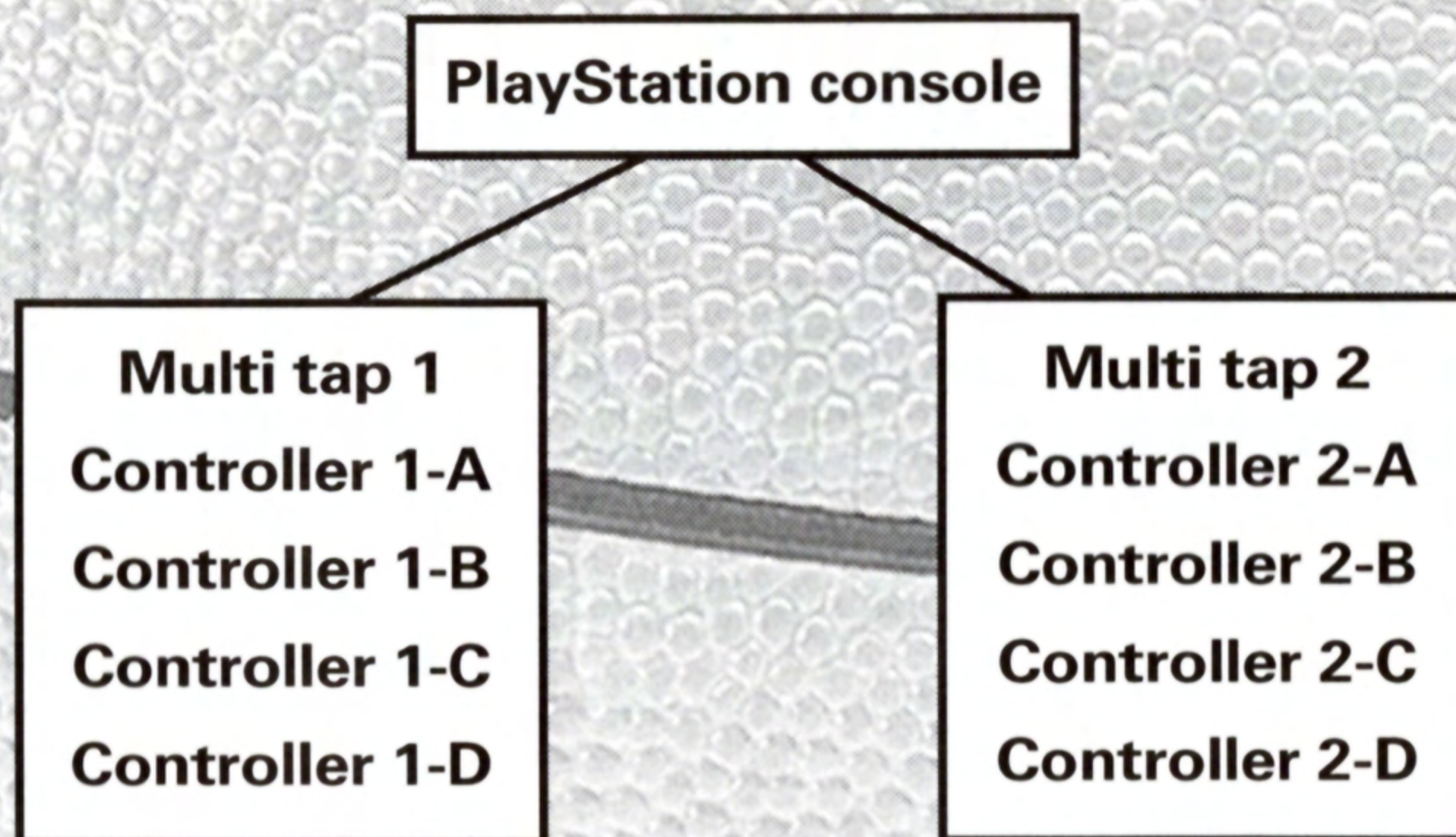
This game can be played by multiple players playing on the same team (maximum of 5 per team) or against each other. With extra players, you need extra controllers and the Multi tap™ (sold separately). Four controllers can be connected with one Multi tap.

EQUIPMENT NEEDED

2 players: 2 controllers

3–5 players: 1 controller for each player and 1 Multi tap

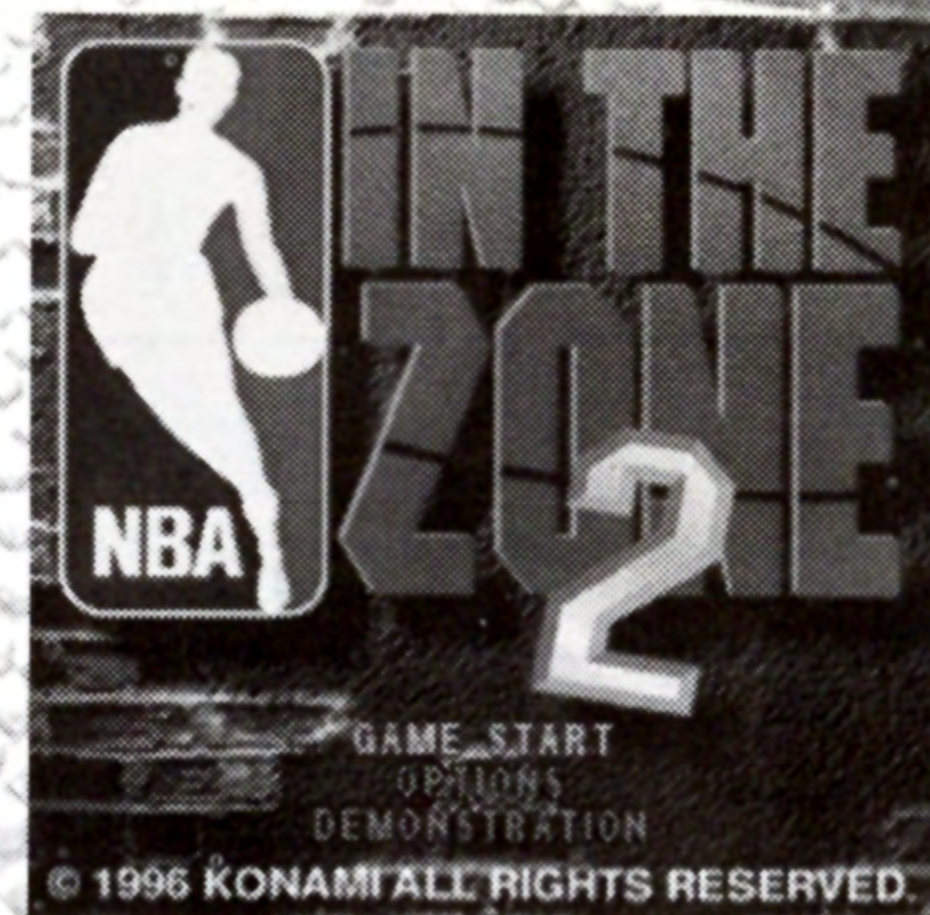
6–8 players: 1 controller for each player and 2 Multi taps



Notes on using the Multi tap: When connecting controllers to a Multi tap, always connect a controller to Terminal A of the Multi tap first, followed by Terminals B, C, and D. It is strongly advisable to use only controllers specified for use with the Multi tap.

MODE SELECTIONS

You can select one of the following three selections listed on the title screen. Use the Directional button to highlight the selection and press the \times button.



SELECTING A GAME

Beginning and ending games

Selecting GAME mode from the title screen takes you to the GAME mode selection screen. Highlight a selection with the Directional button and press the \times button.

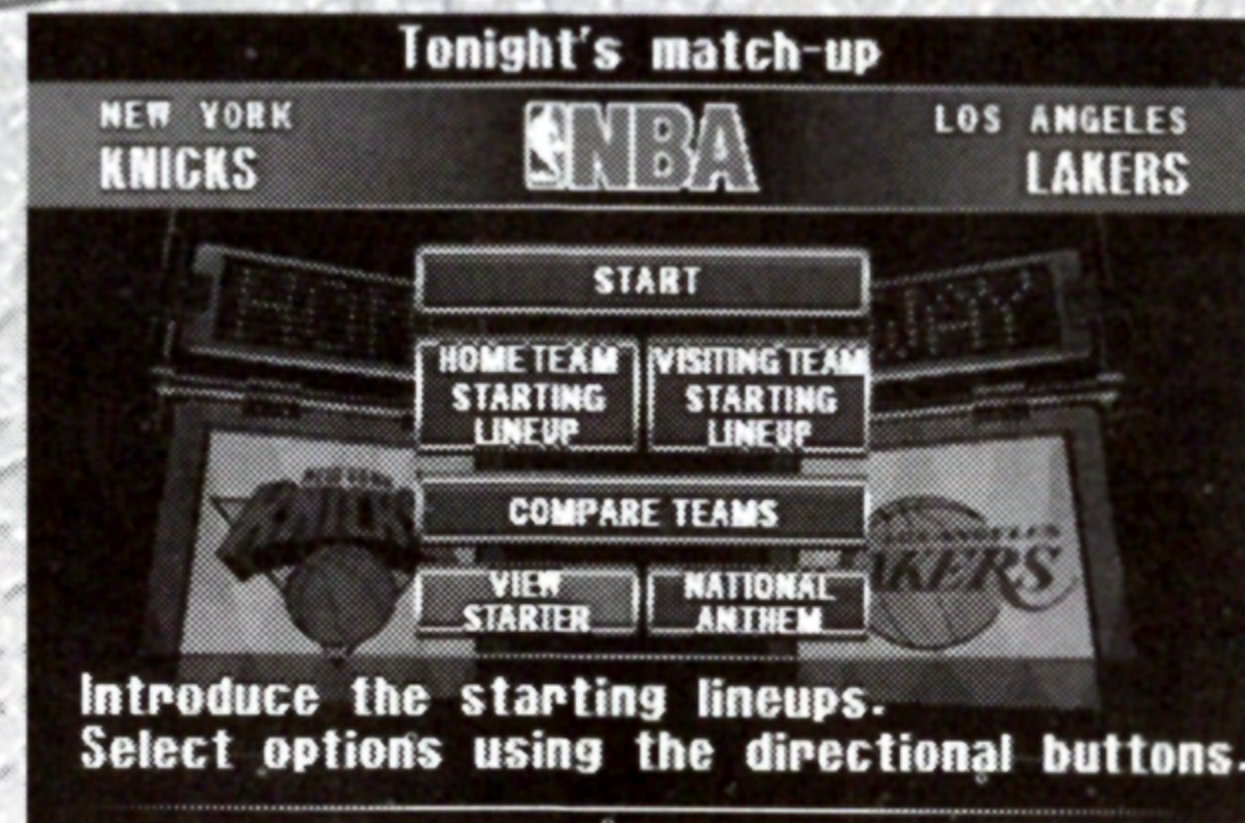
Exhibition games

Play against a team of your choosing. By using Multi taps, as many as 8 players can participate, up to 5 per team or against each other.

1. Review each setting in the menu before starting a game and make any changes that you wish. Then select CONTINUE GAME and you will enter the Match-Up screen.

2. Player substitutions and team comparisons can be made, then choose START GAME and get ready for the action!

3. When the game is finished, you can view the stats before returning to the title screen.



CONTINUE A GAME

Continues a game that has been saved.

**Continue
Game**

1. Selecting **CONTINUE GAME** will take you to the **Memory Card Screen**. Here you can choose which saved game you wish to continue (and load in its data).

2. Then select **CONTINUE GAME**, and you will enter the **Match-Up Screen**.

Note: some of the settings cannot be changed in this screen.

3. If you wish, you can go through and change each of the settings in the **Match-Up** screen. You may wish to substitute players for your starters, for example. Then choose **START GAME** and return to the action!

4. When the game is finished, you are taken to the **End of Game** screen where you can choose to save your data or to continue on to the next game.

Note: When there is no data that can be loaded, you will be returned to the **Title** screen.

REGULAR SEASON

**Regular
Season**

Your team plays all its games throughout an entire NBA season. With one Multi tap, as many as 5 players can participate, playing on the same team.

1. Review each setting in the menu before starting a game and make any changes that you wish. Then select **CONTINUE GAME** and you will enter the **Match-Up** screen.

2. Player substitutions and team comparisons can be made before playing. Then choose **START GAME and get ready for the action!**

3. When the game is finished, you are taken to the End of Game screen where you can choose to save your data or to continue on.

PLAYOFFS AND FINALS

Your team is one of many that has made it to post-season play. Now your team is trying to avoid elimination to make it to the Finals. With one Multi tap, as many as 5 players can participate, playing on the same team.



1. Review each setting in the menu before starting a game and make any changes that you wish. Then select **CONTINUE GAME and you will enter the Match-Up screen.**

2. Player substitutions and team comparisons can be made according to the settings. Then choose **Start Game and get ready for the action!**

3. When the game is finished, you are taken to the End of Game screen where you can choose to save your data or to continue on to the next game.

Note: In Regular Season and Playoffs and Finals games, you cannot choose the visiting team.

The number of games in the Playoffs can be set in Options.

OPTIONS

CONFIGURE CONTROLLER

CUSTOM TEAM OPTIONS

MORE SETTINGS

MEMORY CARD OPTIONS

PREVIOUS MENU

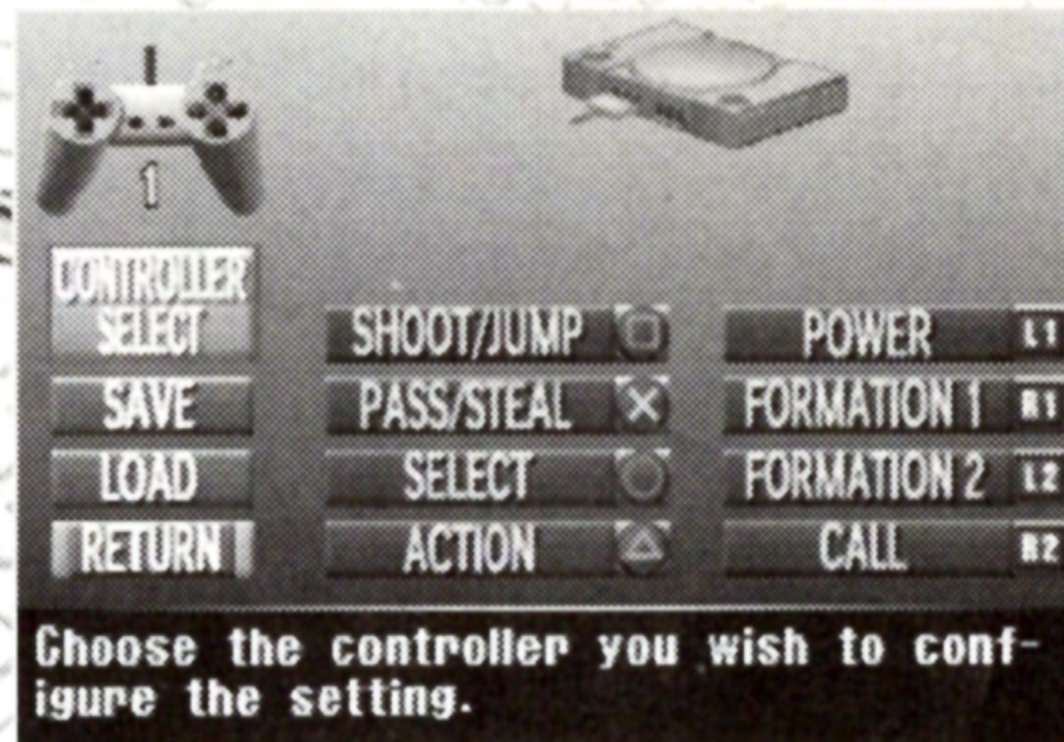
OPTIONS

CONFIGURE CONTROLLER

Assign the desired function to each button.

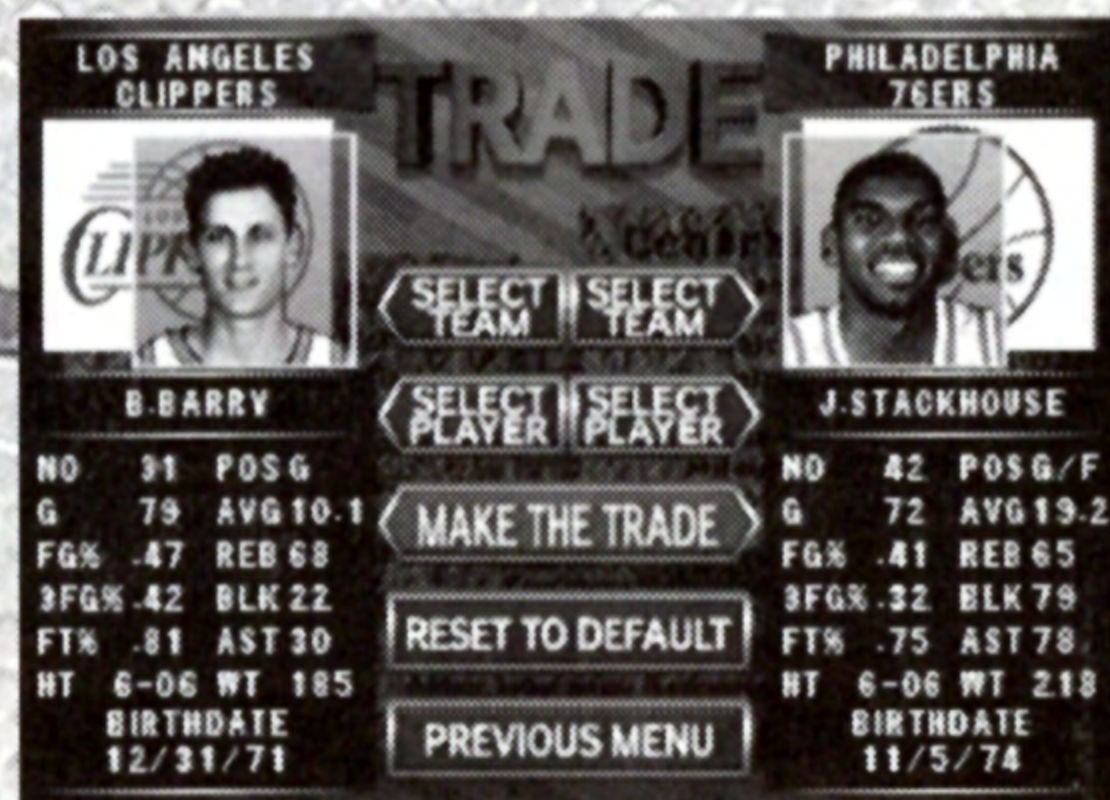
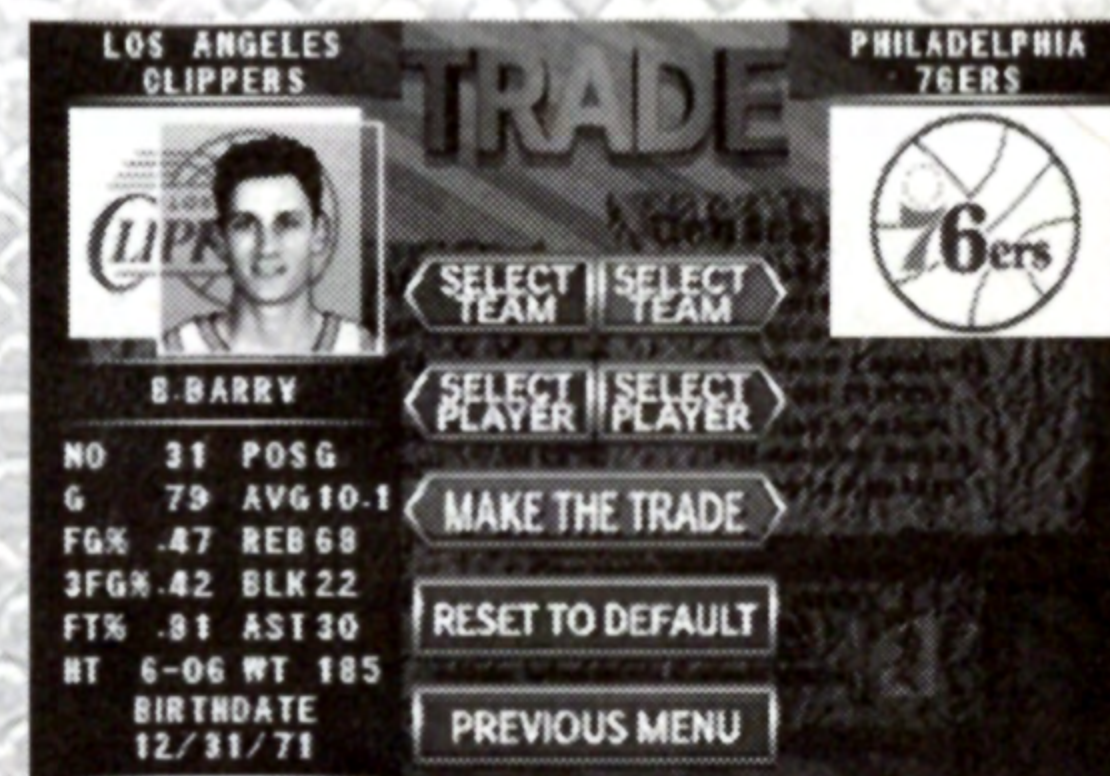
CUSTOM TEAM OPTIONS

Trade players or create an original player.






Trading

1. Choose Select Team.
2. A list of all the teams will be displayed. Press the Directional button to the left or right to choose a Division and up or down to choose a team within the Division. Push the X button to select the team.
3. Choose Select Player.
4. A photo and statistics of the player will be displayed. Highlight the player you want to trade and press the X button to select him.
5. Repeat steps 1–4 to decide which player to trade him for. (Use the settings on the left side of the screen to select the first player, then use the settings on the right for the second player.)
6. Choose Make the Trade to make it official.



Change a player's number

1. Choose Select Team.
2. A list of all the teams will be displayed. Press the Directional button to the left or right to choose a Division and up or down to choose a team within the division. Push the  button to select the team.
3. Choose Select Player.
4. A photo and uniform of the highlighted player will be displayed. Highlight the player whose number you want to change and press the  button to select him.
5. Choose Edit Number. Arrows will appear above and below the players uniform. Change the number on the uniform with the Directional button and press the  button to make it official.

Note: Customized data can be saved to memory in the menu for *Custom Team Options*.



MORE SETTINGS

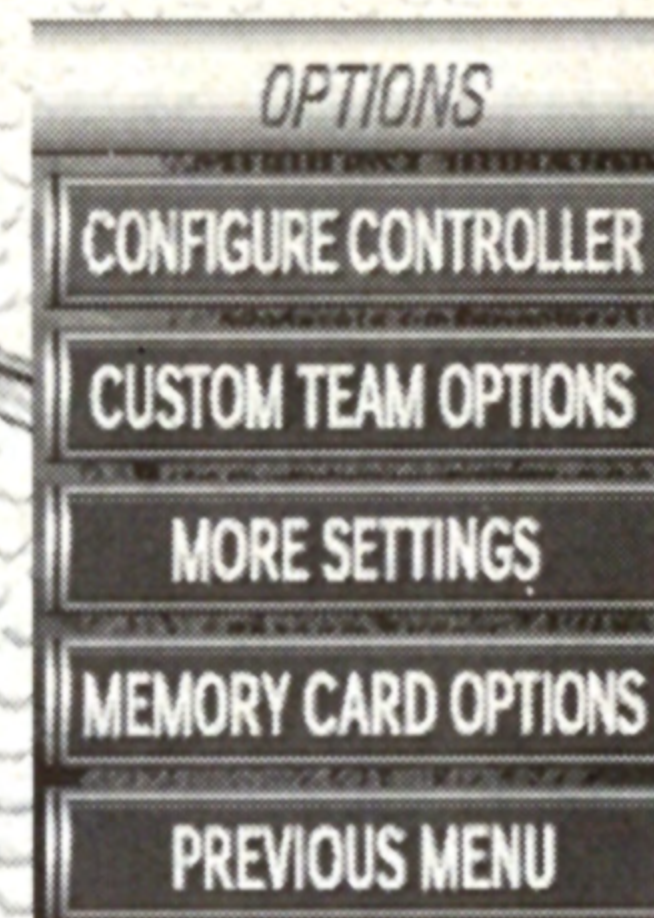
Change the sound settings; or adjust the vertical placement of the game screen on your television screen.

MEMORY CARD OPTIONS

In the memory card settings screen, you can initialize the memory card and save, copy, or erase data from the card.

PREVIOUS MENU

Return to the Title Screen.



DEMONSTRATION


Plays a demo of the game.

MEMORY CARD

With a Memory Card, you can save and load the following data:

- Settings made in the Options menu(s);
- Functions for the controller buttons;
- Team customizing;
- Other settings (sound, screen adjustments);
- Game results for the Regular Season and Playoffs and Finals game modes.

SAVING DATA

- Choose a card.
- The contents of the card will be listed on the screen.
- Highlight an empty block with the cursor and push the  button to save the current data as new data.
- By selecting other NBA In The Zone 2 data files, your current data will be written over the top of the data selected. (Be sure this is what you want to do!)
- By choosing other games, you can erase them or copy them to another Memory Card. You can also initialize the card.

Notes:

- If a card is full, erase any game data on the card you do not need or copy some game data to another card. After you have created some space on the card, try saving once again.
- Games other than NBA In The Zone 2 cannot be directly written over.

LOADING DATA

- Choose a card.
- The contents of the card will be listed on the screen.
- Highlight the data you wish to load with the cursor and select it, and the data will be loaded.
- Once the data is correctly loaded, the game will continue.


Note:

Never remove or insert memory cards during a saving or loading process, as there is a risk of losing data.

TONS OF STATS!

MORE OPTIONS!

GAME OPTIONS	
HOME COURT ADVANTAGE	OFF
DIFFICULTY	STARTER
CAMERA	LIVE
QUARTER LENGTH	2 minutes
REPLAY	GREAT PLAYS
FOUL SETTINGS	LOOSE
STAMINA	
PLAYOFF SERIES	1-1-1-1
QUIT	

INDIANA PACERS	NBA	ATLANTA HAWKS
RIK SMITS	C	DIKEMBE MUTOMBO
	1/1 FG	2/4
	100% FG%	50%
	0/0 3FG	0/1
	- 3FG%	0%
	0/0 FT	0/0
	- FT%	-
	0 REB	0
	0 BLK	0
	0 STL	0
	0 AST	0
	2 PTS	4



CREATE YOUR OWN PLAYERS AND CUSTOMIZE YOUR TEAM



Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line

1-900-896-HINT (4468)

☎ 85¢ per minute charge

☎ \$1.15 per minute support from a game counselor

☎ Touch tone phone required

☎ Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 8:30 A.M. to 5:00 P.M. CST only. Prices and availability are subject to change. U.S. accessibility only.

Konami On-Line

Konami is available online from:

CompuServe: Click FIND then type **konami**. We are in the videogame publisher's forum. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388.

Reach us on the World Wide Web at: www.konami.com

E-mail us at 76004.3530@compuserve.com

KONAMI OF AMERICA, INC. LIMITED WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Quick Start

Press the **X** button until you get to the Title screen, then, with Game Start highlighted, press the **X** button. With Exhibition highlighted, press the **X** button.

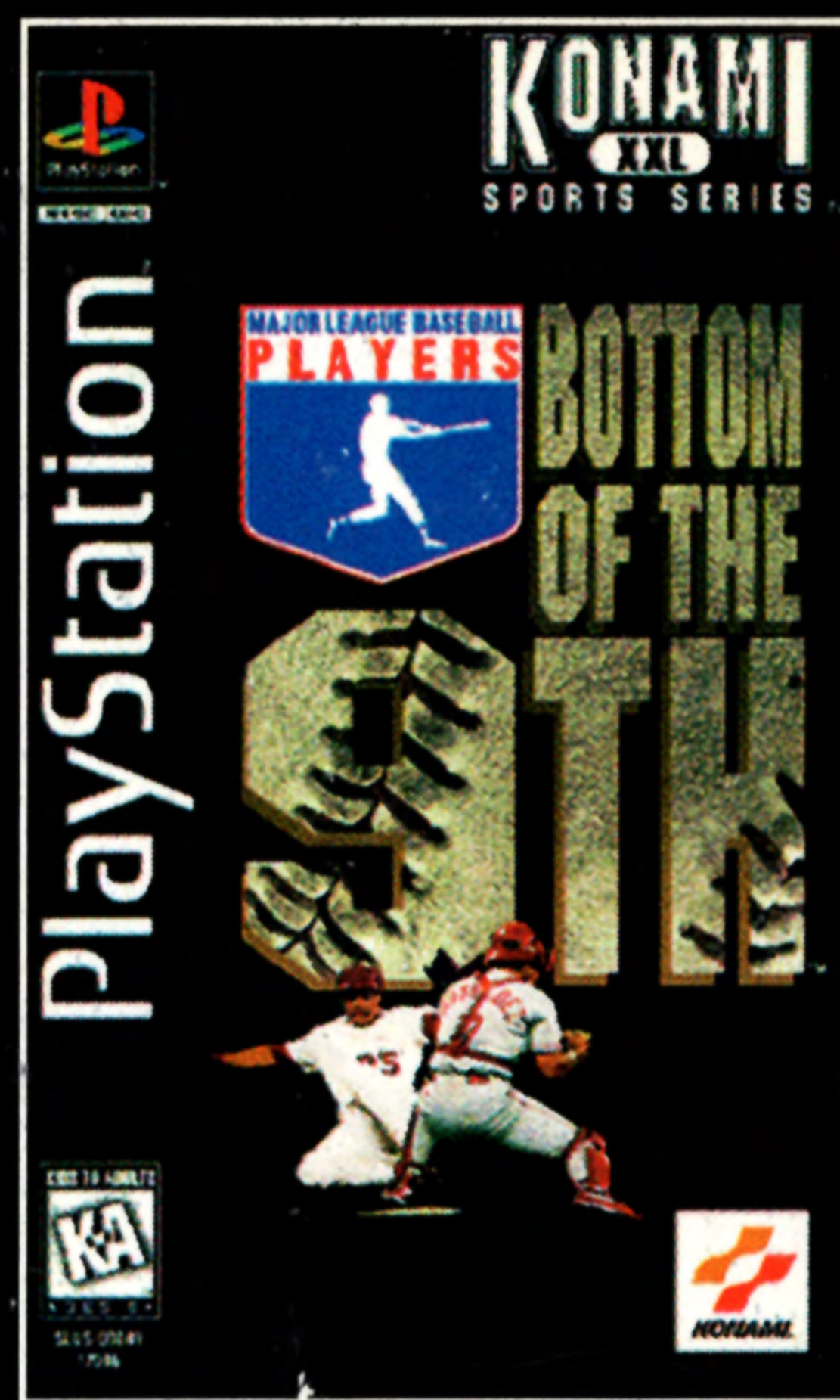
Press the Directional button(s) left or right (**←→**) to select Home or Away, depending on which you wish to control, then press the **X** button. To change teams highlight the option to change Home (or Away) team, then press the **X** button.

Use the **←→** Directional buttons to select a conference and the Directional buttons to pick a team, then press the **X** button when you are done.

Select Continue, then press the **X** button.

Select Start, then press the **X** button.

See pages 4-5 for offensive and defensive controls.



KONAMI XXL SPORTS SERIES



Konami of America, Inc. • 900 Deerfield Pkwy • Buffalo Grove, IL 60089-4510

The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective member Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. ©1996 NBA Properties, Inc. All rights reserved. KONAMI SPORTS SERIES™ is a trademark of Konami of America, Inc. ©1996 Konami of America, Inc. All rights reserved. Konami is a registered trademark of Konami Co., Ltd. ©1996 Konami Co., Ltd. All rights reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

Reach us on the World Wide Web at:
www.konami.com

