WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.


LICENSED BY

Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

This Official Seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System. All Nintendo products are licensed by Nintendo for sale only with other authorized products bearing the Official Nintendo Seal of Quality.
# TABLE OF CONTENTS

Control Summary ...................................................... 2
Starting the Game ....................................................... 3
The Setup Screen ....................................................... 3
  Start ................................................................. 3
  Options ............................................................ 4
  Controller .......................................................... 5
  Password ............................................................ 5
Chances ........................................................................... 6
Energy ............................................................................ 7
Moving Around ........................................................... 7
  Running ................................................................. 7
  Jumping ................................................................. 8
  Climbing ............................................................... 8
  Pulleys ................................................................. 8
  Elevators .............................................................. 9
Ball Handling ............................................................... 9
  Throwing ............................................................... 9
  Spiking .................................................................. 10
Items ............................................................................. 10
  Keys ....................................................................... 10
  Normal Balls and Power Balls ................................. 11
  Powerups .............................................................. 12
  Basketball Coins ...................................................... 13
  Card Keys ............................................................. 13
Doors ............................................................................ 13
Backboards ................................................................. 14
Levels ........................................................................... 15
  Maps ....................................................................... 16
Breakaway Walls & Floors .......................................... 16
Scoreboard ................................................................. 17
Credits ........................................................................... 18
CONTROL SUMMARY

Super NES Controller

MOVING
Run left or right
Turbo run
Crouch
Jump/Get off Ladder
Slam jump
Super-slam
Jump & Grab Pulley
Climb Ladder
Flip

Control Pad LEFT/RIGHT
Control Pad LEFT/RIGHT + L
Control Pad DOWN
B
X
X + Y
Control Pad UP + B (press B again to let go of pulley)
Control Pad UP to grab ladder;
Control pad UP/DOWN to climb up or down
Control Pad LEFT/RIGHT + L to turbo run and build up speed, then press B
A

BALL HANDLING
Throw ball
Jump & throw ball straight
Jump & Spike Ball
Crouch & throw ball
Change balls

Y
B + Y
X, then Y
Control Pad DOWN + Y
R
KEYS
Use key
Sort through keys
Pause Game

A
SELECT
START

- To break through a breakaway wall, hit it with a ball.
- To break through a breakaway floor, slam a ball.

STARTING THE GAME
1. Turn OFF the power switch on your Super Nintendo Entertainment System®.
   WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into controller socket 1 on the Super NES®.
3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.
4. Turn ON the power switch.
The Setup screen appears. If this screen does not appear, start again from step 1.

THE SETUP SCREEN
There are three options available from the Setup screen: Start, Options, and Password.

START
- To start a game without changing options or entering a password, press the Control Pad left/right to highlight Start, and press START.
OPTIONS

- To call up the Options Screen, press the Control Pad left/right to highlight Options on the Setup screen and press START.

There are two menus on the Options screen, the Options Menu and Controller. Use the Options Menu to set the level of game difficulty, turn music on/off, or choose between stereo or mono sound. Use the Controller to change game controls or exit the Options screen.

- To leave the Options screen at any time, press the Control Pad up/down to highlight Exit and press START.

OPTIONS MENU

- To change options, Control Pad up/down to highlight an option, then Control Pad left/right to cycle through choices.

Difficulty
There are three levels of difficulty: Rookie, Pro, and All Star. Difficulty determines how challenging a game is, as well as how many chances you start with.

Music
Turn music on/off.
Sound
Toggle between stereo/mono sound.

CONTROLLER
1. The default controls are: Shot-Slam Y, Jump B, Slam Jump X, and Operate (item) A.
2. To change controls, press the Control Pad up/down to highlight the control you want to change.
3. Now press the button—A, B, X, or Y—which you want to become the control. For example, if you want A to be the Shot Slam Button, highlight Shot Slam and press A. Note that this automatically resets the function A controlled before. So if A replaces Y as the Shot Slam control, Y will replace A as the Operate control.
4. To cancel any control changes you’ve made, press the Control Pad up/down to highlight Cancel and press A, B, X, or Y.

PASSWORD

![Password Input](image)

When you complete a location, you get a password. The password appears at the bottom of the Scoreboard when it appears to add up your score (see Scoreboard on page 17). Passwords are up to 11 characters long; copy them down carefully. This password bypasses the last completed location.
• Select Password on the Setup screen. The Password screen appears.

**Note:** Passwords only *SAVE* your location. You must select your difficulty level before entering a password.

**ENTERING A PASSWORD**

• To highlight a letter, number, or command on the Password screen, press the Control Pad in any direction until the spinning basketball is over it.

To enter a password:

1. Highlight the letter or number you want, and press A, B, X, or Y. The letter or number you selected appears at the top of the screen.

2. If you make a mistake, highlight the arrows, then press A, B, X, or Y to move the cursor forward or back. The selected character will blink. Move the highlight to the correct character, and press A, B, X, or Y.

3. Once you have entered the password you want, highlight OK and press A, B, X, or Y to restart the game you want. If this does not work, check your password and enter it again if necessary.

4. To leave the Password screen at any time, highlight cancel and press A, B, X, or Y.

**CHANCES**

The amount of chances you start out with depends on the difficulty you choose: Rookie (5), Pro (4), All Star (3). You can lose a chance by running out of Energy (see Energy, below) or falling off a path. When you lose all your Chances, you must start over from the very beginning.
ENERGY

Your energy is shown by the expression on Michael Jordan’s face in the upper left corner of the screen and red globes by his face. When Michael looks happy and the globes are large and red, you are at maximum health. If you get hit, you lose energy; as you lose more and more energy, Michael’s face looks less and less happy and the globes shrink. When all the globes are small and blue, your energy is gone and you lose a chance.

MOVING AROUND

RUNNING
- Press the Control Pad left/right to run along any horizontal surface.
To increase your speed, press the Control Pad left/right and press L at the same time.

**JUMPING**
- To jump, press B.
- To slam jump, press X.
- To flip, press the Control Pad left/right and at the same time press L, then B.

**CLIMBING**
- To climb up a ladder, stand directly in front of it and press the Control Pad up; to climb down a ladder, press the Control Pad down. Press B to get off a ladder.
- When jumping in front of a ladder, pressing up on the control pad will let you grab hold of it.

**PULLEYS**
Sometimes, you need to use pulleys to get where you want to go. Some pulleys activate automatically when you grab them, some are constantly moving, you need to throw a lever or use a key to activate others, and there are some pulleys that won’t move until you choose which way you want to go.
1. To jump and grab a pulley, press the Control Pad up and press B.
2. If there is an arrow on a pulley, you need to press the Control Pad left/right to make it move.
3. To get off a pulley, press B.

**ELEVATORS**
Elevators are red disks in clear tubes. To use an elevator, you must step on the red disk and indicate which direction you want to go, up or down.

1. To get into an elevator, stand in front of it and press the Control Pad up.
2. To go upward in an elevator, press the Control Pad up, and to go down, press the Control Pad down.
3. To get out of an elevator, press A.

**BALL HANDLING**

**THROWING**
You need great ball-handling skills to reach the end of your adventure. You need to hit enemies, flip switches to activate platforms and sliding doors, and bust through breakaway walls and floors.

- To throw a ball, press Y. You will always throw a ball in the direction you’re facing.

**Note:** See the Balls section under Items (immediately following) for information about the power balls you can find and use.

**Jumping & Throwing**
- To jump and throw the ball in a straight line while still in mid-air, press B, then press Y.
Note: The longer you hold down B, the higher you will jump.

SPIKING
Sometimes, especially if you are using a power ball, you’ll want to spike it.

• To spike a ball, press X to slam jump and then press Y while you are still airborne.

ITEMS
You will encounter Items throughout Chicago. These include power balls, keys, and a variety of powerups. Some Items are in plain sight or behind breakaway walls and backboards; others are dropped by enemies when you defeat them; and some are behind locked doors.

KEYS
Your currently equipped key will appear in the bubble in the upper right corner of the screen. Whenever you pick up a key, it becomes equipped.

• To change keys, press SELECT to sort through the keys in your inventory; each key appears, in turn, in the bubble in the upper right corner of the screen.

Keys are color-coded to the doors or locks they open; match the key to the lock to open it. Gold and Silver keys come on key rings and can be used more than once; but Green, Yellow, and Red keys can be used once only. You can’t carry keys from one level to another; when you go to a new level, you have to find more keys.

• To use a key, press A while standing in front of an appropriately colored door lock or key hole.
Note: Key rings are used for door locks, while colored keys are used for colored key holes.

NORMAL BALLS AND POWER BALLS

You have an unlimited supply of normal basketballs throughout the game. Even though they’re normal they can still knock out enemies and, of course, make baskets.

But sometimes, you will need something a little more special than a regulation ball. That’s where power balls come in. Power balls appear as small floating basketball icons of various colors when you first encounter them. When you touch a power ball, it is added to your inventory and becomes your equipped ball.

The different power balls are:

White Knuckleball: Goes through solid walls, but always returns when thrown. It can pick up items it touches and bring them back. It can also do multiple damage, as it is not destroyed when it hits an enemy.

Blue Ice ball: Freezes most enemies into a solid chunk of ice, which will shatter if you hit it with another ice ball. Enemies will thaw out and escape if you don’t destroy them while they’re frozen. You can stand on frozen enemies and use them as platforms. Spike an ice ball to coat part of the floor with a layer of ice and make it slippery.

Purple Rebound ball: Bounces around when it hits a horizontal surface; or splits into two balls when it hits a vertical surface.

Flame ball: Does double damage to enemies. Spike it to create a trail of flame along the floor.
**Gold Heat-Seeker ball:** Tracks down enemies who are within range. Spike it to split it into multiple missiles.

**Black Iron ball:** Doesn’t go far if you throw it, rolling along the floor to hit enemies. It explodes when spiked, doing one point of damage to all enemies on-screen.

**Smoking Earthquake ball:** It makes everything shake when you spike it, doing massive damage to all enemies within range.

Your currently equipped ball appears in the Power Ball bubble, along with how many balls of that kind you have.

- To change your equipped ball, press R.

**POWERUPS**

There are several powerups you can find:

**MJ Heart:** Restores 3 globes of health.
**Wheaties™ Box:** Restores two hits of damage.
**Gatorade® Bottle:** Restores one hit of damage.
**Golden Heart:** Adds another globe to health meter.
**Golden 23:** Gives an extra chance.
High-Tops: Short term invincibility from enemies; this lasts as long as shoes are sparkling.

- To acquire a power up, touch it.

**BASKETBALL COINS**
Each coin is worth a point bonus: A silver coin is worth 1 point, and a gold coin is worth 5 points. You get an extra chance when you collect 100 points in coins. Your current coin total is displayed on screen.

**CARD KEYS**
Card Keys appear at the end of levels when you defeat the “boss” who runs the level for Dr. Max Cranium. You need all three Card Keys to get into Riverview.

**DOORS**
You will encounter quite a few locked doors everywhere you go. You can open any door if you have the right key. Behind some doors are things you will need to get to the end of your adventure; behind other doors are things that will try to end your adventure then and there. Among the things you can find behind doors are Captives, Enemies, Powerups, Power balls, and keys.

1. To open a door, press the Control Pad left/right to walk directly in front of the door.
2. Press SELECT until a key that is the same color as the lock or keyhole appears in the bubble in the upper right corner of the screen.
3. Press A to operate the key and open the door. If the door doesn’t open, press the Control Pad left/right to reposition yourself in front of the door and try again.

**WARP DOORS & BONUS LEVELS**
Warp Doors open like normal Doors; they don’t look special and neither do the keys that open them. But when you open a Warp Door,
you can enter the vortex inside to go to a Bonus Level, where you can pick up points, items, and powerups by shooting baskets or defeating enemies.

- To enter a warp, press the Control Pad up.

A timer appears in a Bonus Level to show how long you have to take your shots. When the timer runs out, you return to the Vortex Door.

**CAPTIVES**
Captives are locked behind some doors. Rescue a Captive and receive helpful information and important items.

**BACKBOARDS**

There are several kinds of backboards, and all have special powers that activate when you make a slam-dunk in them.

**MILESTONE BACKBOARDS**

If you make a slam-dunk in a glass Milestone Backboard and then lose a chance and have to start a level over again, you will restart at the location of the Milestone Backboard rather than the very beginning of the level. Some levels have more than one Milestone Backboard.
AWARD BACKBOARDS
These backboards drop items when you slam-dunk in them.

FREEZE BACKBOARDS
A timer appears when you slam-dunk into a Freeze Backboard. All enemies are frozen until the timer runs out. You can recognize Freeze Backboards by the number 23 that marks them.

BIG BANG BACKBOARDS
When Michael makes a dunk in a Big Bang Backboard, the floor trembles and the walls shake, and every enemy within range takes massive damage.

LITTLE BANG BACKBOARD
Triangular Little Bang Backboards are like Big Bang Backboards, but cause only limited damage to enemies.

LEVELS

LOCATIONS & LEVELS
There are four main locations you need to explore in the Windy City: The Cells, The Factory, The Laboratory, and Riverview. The El (elevated) train connects the first three locations, and a tunnel leads to Riverview.
The Main Map of Chicago shows you the locations you need to explore and the general route you will take. Unexplored locations show as red dots on the main map; locations you have already explored show up as blue dots. Your position on the map is shown by a spinning basketball.

- To go from one location to the next on the Main map, press the Control Pad left/right to move the spinning basketball. When it is over the location where you want to go, press START.

**BREAKAWAY WALLS & FLOORS**

Breakaway walls and floors occur throughout underground Chicago. They are not obvious, and you can’t find them by jumping up and down or pushing against them (although some floors are so fragile, they’ll crumble away if you just stand on them). You have to bounce a ball against them to find out where they are and get past them. Some balls need three bounces to break these walls and floors, some need only one, and some balls won’t effect them at all.
• Throw balls against breakaway walls and floors to break through them.

**SCOREBOARD**

The Scoreboard appears at the end of every level. It shows your current total score for the entire game, a breakdown of your score for the level you just completed, which card keys you have, and a Password (see Password on page 5).

**NOTE:** Passwords are only given after completing all levels within a location.

The level scores are broken down in the following categories:

Powerup Bonus: Determined by the number of powerups you collected.
Secret Bonus: Each level within every location has a secret room; find it and receive the Secret Bonus.

Speed Bonus: Determined by how long it took you to complete the level. The faster you are, the higher the Speed Bonus.

Enemy Bonus: This is based on the number of enemies you destroy.

Captive Bonus: Awarded if you free a captive on the level you just finished.
CREDITS

Programming: Dave O'Connor, Chuck Sommerville, Simon Freeman, and Lisa Ching
Art & Animation: Lynne Gura, Leon Cannon, Muffy Vasale, Maurine Starkey, Paul Vernon, Will Noble, Arthur Koch, and Amy Hennig
Sound & Music: David Whittaker, Murray Allen, Marc Farly, and Don Veca
Game Design: Amy Hennig
Additional Design: Dave Ralston, Todd Gilliland
Technical Director: John Brooks
Testers: William Schmitt, Todd Gilliland, Rick Cobb, Heather Meigs, and Tony Diederich
Executive Producer: Don Traeger
Producer: Jim Rushing
Associate Producer: Greg Suarez
Assistant Producer: Todd Gilliland
Product Manager: Lisa Higgins
Documentation & Game Text: Michael Humes
Documentation Layout: Brian Conery
Package Direction: Nancy Fong
Packaging Design: EJ Serrille
QA: Dan Gossett
Special Thanks to Michael Jordan and Sarah Smith
Need Help? Call EA’s HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468) 75c per minute (95c for first minute).

In CANADA, dial 900-451-4873 $1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent’s permission before calling. Hotline requires a Touch-Tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

NOTE TO HOTLINE CALLERS:
To help you quickly locate the information you need, Electronic Arts will gladly send you printed menus. To receive a copy, please send your name, address, title of game you want the menu to, and the hardware (Genesis, Super NES, IBM, etc.) to:

Hotline Menus
P.O. Box 7578
San Mateo, CA
94403-7578
ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts 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 Electronic Arts software program is sold “as is,” without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. 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 Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS — THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. 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 ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS 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.

RETURNS AFTER WARRANTY — To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts’ address below. Enclose a statement of the defect, your name, your return address, and a check or money order for $30.00.

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578
If you need to talk to someone about this product, call us at (415) 578-0316 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

Software and documentation ©1994 Electronic Arts. All Rights Reserved.

Chaos in the Windy City is a trademark of Electronic Arts.

GATORADE® is a registered trademark of Stokely-Van Camp, Inc.

WHEATIES, BREAKFAST OF CHAMPIONS, and the WHEATIES packages are trademarks of General Mills, Inc., used with permission.

PROOF OF PURCHASE
Michael Jordan
Chaos in the Windy City
Super NES®