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

Just as the NBA has come a long way from set shots and canvas sneakers, NBA® Live'95 is advanced far beyond previous b-ball vidgames. Brand-new from the ground up, it maintains the features and strategy of previous EA SPORTS NBA titles and adds a fresh new perspective, all-new animations, incredible sound and graphics, and more options than ever before. But enough marketing-speak—let’s take a look at the feature list so you can get right to the game and decide for yourself if it’s the most advanced basketball game on the planet.

- Exhibition, Season, and Playoff play, with three battery-backed slots to save Season and Playoff series, player statistics, and user names and statistics.
- All 27 NBA teams (each with realistic play styles), 2 All-Star teams, and 4 Custom teams.
- Complete NBA rosters, with each player rated in 16 skill categories. Complete 1993-1994 stats. (So put away that sports almanac; it’s in the game.)
- 30 degree court view for better vision and minimal player overlapping.
- All-new player animations, including jump shots, jump hooks, layups, about a zillion slams, hand-checking, stealing, falling, rebounding, and showboating. Even the bench players and crowd are animated.
- Flexible strategy and options, including difficulty, rules settings, offensive and defensive sets, rebounding and defensive pressure options, individual defensive matchups, double-teaming, and player trades.
- Up to five human players can play cooperatively or competitively with the Multi-Player Adapter.
- TV-style graphics and presentation.
CONTROL SUMMARY

During game play:
Control Pad         Move player
SELECT             Go directly to Replay screen
START               Pause game
L or R buttons      Turbo mode (see below)

Offense—with the ball

Y                  No action
B                  Pass (Control Pad to choose receiver)
X                  No action
A                  Shoot (press to jump; release to shoot)

Offense—without the ball

Y                  Call for pass
B                  Switch players (Control Pad to choose player)
X                  Jump/Rebound (or make computer ball handler shoot)
A                  Hand-check
- If you don’t press the Control Pad when switching players, you take control of the player with the ball (unless the ball handler is human-controlled, in which case you control the player nearest the ball).

**Defense**

Y     Steal
B     Switch players
      (Control Pad to choose player)
X     Jump to rebound or block shot
A     Hand-check

- If you don’t press the Control Pad when switching players, you control the defensive player nearest the ball.

**Turbo Mode**

Turbo + Control Pad Run faster
Turbo + B (Pass) Harder pass less likely to be intercepted
Turbo + A (Check) Hard hand-check

**Menu Controls**

up/down Move highlight up/down left/right Change highlighted option

**Select**

Return to previous screen (if available)

**Start**

Continue

B Primary Action button 1 X Secondary Action button 2
L Action button 3 (left) R Action button 3 (right)
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EA TIP Watch this space for special hints and information.
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®.

If you’re playing against a friend, plug the other Controller into controller socket 2.

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 EA SPORTS® and NBA Live ‘95 title screens appear. If you don’t see them, begin again at step 1.

5. Press START after each screen to proceed to the GAME SETUP menu.

SETTING UP THE GAME

GAME SETUP menu

Use the GAME SETUP menu to choose the game mode, style, and difficulty you want to play. Default options are listed in bold type.

- Control Pad up/down to highlight options.
- Control Pad left/right to change the highlighted option.
- Press B to go to the highlighted submenu (B is the primary action button in all menus).
- Press START to continue.

EA TIP

These controls are used in all menus in NBA Live ‘95, so learn’em here and use them everywhere.
EXHIBITION: Play a single game with any NBA, All-Star, or Custom teams.

SEASON: Start a new Season where you control an NBA team. See Season Play on p. 17.

PLAYOFFS: Start a new Playoff tournament with any NBA teams. See The NBA Playoffs on p. 21.

LOAD SERIES: Continue a Season or Playoff saved in one of the three save slots.

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 Set Rules menu settings for rules and simulation options.

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 to the max.

The length of a quarter can be set to 3, 5, 8, or 12 MIN.

Go to Set Rules menu. See Set Rules menu on p.3.

Go to Set Options menu. See Set Options menu on p.4.
**Set Rules menu**

Use this menu to set custom rules and simulation options. See Violations and Turnovers on p.30 for descriptions of the violations. Default settings are listed in **bold**.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Defensive Fouls</strong></td>
<td>This slider (off by default) sets the likelihood that defensive fouls are called.</td>
</tr>
<tr>
<td><strong>Offensive Fouls</strong></td>
<td>Sets the likelihood that offensive fouls are called by the referees (off by default).</td>
</tr>
<tr>
<td><strong>Out of Bounds</strong></td>
<td>Toggle out of bounds calls <strong>ON/OFF</strong>.</td>
</tr>
<tr>
<td><strong>Backcourt</strong></td>
<td>Toggle backcourt calls <strong>ON/OFF</strong>.</td>
</tr>
<tr>
<td><strong>Traveling</strong></td>
<td>Toggle traveling calls <strong>ON/OFF</strong>.</td>
</tr>
<tr>
<td><strong>Goaltending</strong></td>
<td>Toggle goaltending calls <strong>ON/OFF</strong>.</td>
</tr>
<tr>
<td><strong>3 in the Key</strong></td>
<td>Toggle three second calls <strong>ON/OFF</strong>.</td>
</tr>
<tr>
<td><strong>Foul Out</strong></td>
<td>Toggle player foul outs <strong>ON/OFF</strong>. When <strong>ON</strong>, players are ejected when they commit their sixth foul.</td>
</tr>
<tr>
<td><strong>Shot Clock</strong></td>
<td>Toggle 24 second shot clock <strong>ON/OFF</strong>.</td>
</tr>
<tr>
<td><strong>Inbound Clock</strong></td>
<td>Toggle 5 second inbound clock <strong>ON/OFF</strong>.</td>
</tr>
<tr>
<td><strong>Half Court Clock</strong></td>
<td>Toggle 10 second backcourt clock <strong>ON/OFF</strong>.</td>
</tr>
<tr>
<td><strong>Fatigue</strong></td>
<td>Toggle player fatigue <strong>ON/OFF</strong>.</td>
</tr>
<tr>
<td><strong>Injuries</strong></td>
<td>Turn player injuries <strong>ON/OFF</strong>. When Injuries are <strong>ON</strong>, every time a player gets knocked down there is a small chance he will be injured. In an Exhibition game, an injured player is out for the remainder of the game. In Season or Playoff mode, he is out for 1–7 games.</td>
</tr>
</tbody>
</table>
Set Options menu

Set sound and control options. Default settings are listed in bold.

**MUSIC VOLUME**
This slider sets the volume of the music that plays during menu screens (there is no music during actual gameplay).

**SFX VOLUME**
Set game sound effects volume.

**MUSIC MODE**
STEREO, MONO, or OFF.

**CROWD SOUND**
Turn crowd sound ON or OFF.

**SLOW-MOTION DUNKS**
Turn automatic slow motion for spectacular slams ON or OFF.

**SHOT CONTROL**
Toggle shot control between PLAYER and CPU (Super NES). In mode, the chance the shot will go in is determined by the distance, angle, and release point of the shot. In CPU mode, the shot’s probability is determined by the NBA player’s statistics and attributes rather than player control.

**CPU ASSISTANCE**
Turn CPU Assistance ON or OFF. If ON, the computer increases the statistical percentages of the team that’s behind to help them get back in the game.

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 ratings appear below the team logos when NBA teams are selected.

- To toggle the highlight between the home and visitor teams, press B or L/R.

- To change the highlighted team, Control Pad **left/right** to cycle through the NBA, All-Star, and Custom teams.

- To sort the teams by rating, Control Pad **up/down** to highlight a rating. As you Control Pad **left/right** you cycle through the teams as sorted by that rating.

- Press **START** to continue. The Player Setup screen appears.
CUSTOM TEAMS

In NBA Live '95, you get four Custom teams that you can populate with your choice from the starters of 27 NBA teams. Want to create a triple tower frontcourt of Shaq, Hakeem, and Webber? Intrigued by an all-Hardaway backcourt with both Tim and Penny? Here's your chance to make it a reality.

Custom teams can only be used in Exhibition games.

To play with a Custom team:

- Select any of the four Custom teams (SLAMMERS, BLOCKERS, JAMMERS, or STEALERS) from the Team Select screen. Press START, and the Custom Teams screen appears.

![Custom Teams Screen]

PF = Power Forward
SF = Small Forward
C = Center
SG = Shooting Guard
PG = Point Guard

To change the players on the Custom roster:

1. Control Pad up/down to highlight the player you want to change, and press B. The bottom of the screen changes to list the starting players for an NBA team.

2. Press L or R to cycle through the 27 NBA teams.

3. Highlight a player from an NBA team and press B to replace the original player with the highlighted player. You return to the roster of the Custom team.

- To cancel the transaction, highlight the player originally selected and press B.
- To view more stats, Control Pad left/right.
**Note** The first time you select a Custom team, all the roster slots are empty. You must fill all the roster slots before you can exit from the screen.

**Player Setup Screen**

A symbol for every Controller plugged into the system appears on this screen. Up to five players may play if a Multi-Player Adapter is attached. In addition to selecting the teams players control, you can select, enter, and delete user names to personalize your controller so your user stats can be tracked no matter what team you control.

![Player Setup Screen](image)

- To change the setting for your Controller, Control Pad left/right to position the controller symbol under either team to select that team, or in the middle to select computer control.

- To toggle the control method, press L or R. When the control arrow points up, Control Pad diagonally to move up and down the court. When the control arrow points diagonally, Control Pad left/right to move up and down the court.

- To cycle through player names, Control Pad up/down. Press START to select the highlighted name.

- To enter a new player name, highlight NEW and press B. Control Pad up/down or left/right to select a letter, and then press B to advance to the next letter.

  To delete a letter, press X. When you’ve entered the last letter, press START to enter the name.
A user name must be created to register career statistics.

- To delete a name, highlight DELETE. Control Pad **up/down** to select a user name, and press **X** to delete that name.

- When all players have pressed **START** to select their user names, press **START** to continue. The Pregame Introduction screens appear.

**Pregame Introduction**

Before the game, the Pregame Introduction screens set the stage for the basketball action to follow. First, the **Game Introduction** screen announces the teams and home court.

- Press any button to continue. The **Team Matchups** screen appears.

  The **Team Matchups** screen compares the two teams. One to three basketballs indicate relative strength in each of five categories.

  **SCORING**: Scoring ability.
  **REBOUNDS**: Offensive and defensive rebounding.
  **BALL CONTROL**: Passing and dribbling ability.
  **DEFENSE**: Team defense—shot blocking and steals.
  **OVERALL**: Overall matchup.

- Press any button to continue. The **Starting Lineup** screen appears.

- The **Starting Lineup** screen introduces the starting players from both teams. Control Pad **left/right** to move through the players, or press **START** to go directly to the tip-off.

**The Tip-off**

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

- To jump for the tip-off, press **X**.
PLAYING THE GAME

You control the man over the star. Depending on which Controller you're using, the star has a different color:

- Player 1 Blue star
- Player 2 Red star
- Player 3 Green star
- Player 4 Cyan star
- Player 5 Purple star

Just like in the NBA, offense and defense require different skills in NBA Live '95. While the Control Pad is always used to move your player, the buttons have different functions on offense and defense. Learn the controls first, and then you can focus on your basketball skills and strategy.

If your player is offscreen, an arrow the same color as your control star points toward him from the edge of the screen. Press the Control Pad in the opposite direction to bring him back onscreen.

OFFENSE

Moving With and Without the Ball

- Press the Control Pad in the direction that you want to move. You continue to move and dribble as long as you hold down the Control Pad. When you release the Control Pad, you stop moving, but maintain your dribble.

- When you start to pass or shoot the ball, you stop dribbling. Once you stop dribbling, you cannot use the Control Pad to move again, or the refs call traveling (see Violations and Turnovers on p. 30).

- To run faster, hold down the L or R buttons while moving. This kicks you into Turbo mode, where you may be able to catch another player from behind or drive to the bucket more effectively.
If you don’t have the ball, you can hand-check your defender to get better position:

- To hand-check, press A. To hand-check especially hard, hold L or R while pressing A (the ref may call you for a foul, though).

**EA TIP**  
When more than one human player is on the same team, move without the ball to set screens for each other. For a truly nasty screen, press A to keep the defensive player away.

**Passing**

- To pass to the default receiver, press B. To retain control of the passer (perfect for give and go plays), hold B until the receiver catches the ball.
- To pass to a specific player, use the Control Pad to aim the pass while pressing B.
- To throw a bullet pass that is less likely to be intercepted, hold L or R while pressing B.
- 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 when you don’t have the ball, press Y. If a computer-controlled player has the ball, he passes it to you. If your buddy has the ball, Y has no effect.

**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 gives fits to even the best defense. Use an inside/outside game between a big man and a small man to draw a double team, and then kick the ball to the open player. Rotate the ball from strong to weak side, and then shoot quickly before the defenders recover.

**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 slams (assuming he does slam; you won’t see Muggsy soaring above the rim) or layups.
• To shoot, press and hold A. Release the ball at the top of your jump by releasing the button.

• To fake a shot, tap A.

**EA TIP**

You'll have a better chance of making your shot if you release the ball at the top of your jump.

**Note:** If the SHOT CONTROL setting in the SET OPTIONS menu is set to CPU, simply press A to shoot. When you release the button doesn't affect the shot.

**EA TIP**

You'll increase the probability of making a shot if you get your feet set before you shoot—shooting on the run is less accurate.

**EA TIP**

If you press B before you release A, you can still pass the ball after you leave your feet to shoot.

**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.

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

**EA TIP**
The closer to the center of the bars you stop the basketball, the better your chance of making the free throw. With a little practice, you can help even the poorest free throw shooter sink his shots from the line.

**Rebounding**

When you don’t have the ball, you can crash the boards.

• To jump to grab a rebound, press X.

**Playcalling**

You can call an offensive play before inbounding the ball. Each Offensive Set has unique plays numbered from one to eight—see the Poster for details.

• Before inbounding the ball, press L or R + Control Pad. Control Pad up = play 1, diagonal up/right = play 2, right = play 3, and so on.

• To select a play, release L or R while still pressing the appropriate Control Pad direction.

• Inbound the ball and follow the Poster diagram steps to execute the 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.
Shot Clock
In NBA basketball you have 24 seconds from the time you inbound or gain possession of the ball to get a shot off that hits the rim. The shot clock is reset every time the ball hits the rim. If you don’t get a shot off before the 24 second clock expires, the referee calls a shot clock violation and the other team gets possession of the ball.

The shot clock appears at the bottom left of the screen when there are 10 or fewer seconds remaining to shoot.

Defense
Offense may make the highlight reels, but defense wins games (just ask the Knicks).

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 B.

• To take control of a specific defender, Control Pad in the direction of the defender and press B.

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.

EA Tip If you want to control the closest man to the ball, make sure you’re not pressing the Control Pad when you press B.

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

• To try to steal the ball from an opponent, press Y.
You have to be close to the man with the ball to pull off a steal, but don’t get too aggressive, or you may get whistled for a foul.
Shot Blocking and Rebounding

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

- To jump to reject a shot or work the glass, press X.

**EA Tip**

There's a reason certain NBA players gobble up more rebounds than other players, and it's not size. It's inside position. Hand-check (A) if you need to, but make sure you're positioned to grab the ball.

**Pause menu**

The Pause menu appears whenever you press START during a game. You must 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 only make a substitution when the play clock is stopped. When options are grayed out, they cannot be selected.

**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 Pause menu. You get 7 time outs per game.

To call a time out:

- Press START to pause the game. The Pause menu appears.
- Highlight TIME OUT and press B. The SUBSTITUTION screen appears, and your team is charged with a time out.

**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 isn't available.
To make a substitution:

1. Pause the game and call a time out, or if the clock is already stopped, pause the game and select SUBSTITUTION from the Pause menu. The SUBSTITUTION screen appears. The 5 players currently in the game are listed in the screen.

   • To toggle between the two teams, press L or R. (You can only make substitutions for the team you control, however.)

   • To cycle between game stats, player ratings, 1993-94 stats, and season/playoff stats (if applicable), press X. See Player Ratings and Statistics on p. 23.

   • To cycle through the available statistics/ratings for the players, Control Pad left/right.

2. To highlight a player for substitution, Control Pad up/down.

3. To substitute for the highlighted player, press B. A screen listing the available bench players appears.

4. Control Pad up/down to highlight a player, and press B to insert that player into the lineup. If you decide not to make a substitution, press START or SELECT to return to the Pause menu.

   **TIP**

   Familiarize yourself with the player ratings in the SUBSTITUTION screen to determine the offensive strengths and weaknesses of your players. If a player has no outside game, for instance, don’t throw up bricks from long range.

Replay

You can replay the last few seconds of action during the game. The replay video is lost if you leave the game screen (to make a substitution, for instance).

• To go directly to the Replay screen during game action, press SELECT.

• To go to the Replay screen while the game is paused, highlight REPLAY from the Pause menu and press B. An overlay displaying the game clock and the button functions appears at the bottom of the screen.

• To move the center of the Replay screen, Control Pad in any direction.
• To play in reverse, press Y. To rewind at high speed, press and hold Y.
• To move frame by frame in reverse, press and hold X.
• To play forward, press A. To fast forward, press and hold A.
• To move forward frame by frame, press and hold B.
• To toggle between normal and reverse angle, press SELECT.

**STRATEGY menu**

**OFFENSE**
Select an offensive set: BOX, INSIDE TRIANGLE, SIDELINE TRIANGLE, MOTION, HIGH POST, 3 POINT, ISOLATION, or AUTOMATIC. See Offensive Sets on p. 26.

**CRASH BOARDS**
Go after offensive rebounds aggressively if ON, and get back on defense if OFF.

**DEFENSE**
Select defensive strategy from FULL COURT, HALF COURT, HALF TRAP, QUARTER COURT, or AUTOMATIC. See Defensive Sets on p. 27.

**PRESSURE**
Select LOW, NORMAL, or HIGH defensive pressure. Higher pressure may lead to more steals, but also more fouls.

**DEFENSIVE MATCHUPS**
Go to Defensive Matchups screen.

• To select the highlighted player, press B.
• To change the opposing player the selected player guards, Control Pad up/down to highlight the player you want to guard, and press B again. The player who was guarding the man you selected now guards your original man.
• To toggle double-teaming ON or OFF for the selected player, Control Pad left/right. When ON, the computer-controlled defensive players try to double-team the player when he gets the ball.

**EATIP**
Double-teaming is a great way to shut down a player who's been lighting you up.
PLAY OPTIONS menu
The PLAY OPTIONS menu gives you access to statistics and options screens.

TEAM STATS  Go to TEAM STATS screen to view both teams' statistics for the current game.

USER STATS  Go to USER STATS screen to view stats (sorted by Controller) for all human players participating in the current game. To toggle between Game and Career stats, press X.

NOTE  Career stats will not be updated until your game is completed.

PLAYER STATS  Go to PLAYER STATS screen to view statistics for NBA players. The team you control is shown by default; press L or R to switch to the other team. To cycle between game stats, player ratings, 1993-94 stats, and season/playoff stats (Season or Playoff modes only), press X.

SET RULES  Go to SET RULES screen to change rules and simulation options. See SET RULES menu on p. 3.

SET OPTIONS  Go to SET OPTIONS menu. See SET OPTIONS menu on p. 4.

PLAYER SETUP  Change controller options. See PLAYER SETUP screen on p. 6.

QUIT GAME  Go to QUIT GAME menu. Highlight QUIT CURRENT GAME and press B to quit the game; highlight DO NOT QUIT GAME to return to the PLAY OPTIONS menu. In Season or Playoff mode, you have the option to quit the entire season or playoff as well as the current game.

END OF THE QUARTER/HALF/GAME

END OF THE QUARTER: The buzzer sounds, play stops, and the score is displayed. Press any button, and the TOPPS™ 1ST QUARTER STATS screen appears. Press START to continue, and the teams return to the floor. Both teams can make substitutions during quarter breaks.

END OF THE HALF: After the score is displayed, an outstanding player from each team is selected for the TOPPS KEY PLAYERS screen. Press START, and the TOPPS HALFTIME STATS screen appears. Press START to continue after each stats screen.
END OF THE GAME: After the final buzzer, the final score is displayed. Press any button, and the picture and game stats of the TOPPS PLAYER OF THE GAME are shown. Press START, and the TOPPS END OF GAME stats are displayed. Press START to continue after each stats screen, and the POSTGAME screen appears.

POSTGAME SCREEN: Highlight TEAM STATS, USER STATS, or PLAYER STATS and press B to go to the appropriate stat screen. See PLAY OPTIONS menu above for a description of each screen. When you're through looking at the screens, press START to go to the GAME SETUP menu.

SEASON PLAY

You can take a team through an entire season in NBA Live '95. If you're good enough, you can play and/or simulate your way right on to the NBA Playoffs and the Championship. Three memory slots for saving season or playoff series are provided, so you can save and resume your season any way you want.

Statistics are tallied and saved for every player throughout the season. You can view the stats for every player from the SUBSTITUTION and PLAYER STATS screens, and track the league leaders from the LEAGUE LEADERS screen.

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.

To continue a saved Season:

1. From the GAME SETUP menu, select LOAD SERIES from the MODE option. Press START to continue, and the LOAD SERIES screen appears.

2. Control Pad up/down to highlight one of the three memory slots, and press B. Press START, and you return to the position at which the season was saved.
Season Team Select Screen

In Season mode, the Team Select screen allows you to choose the team you'll control through the season and choose the number of games in the season.

TEAM
- Control Pad left/right to select from the 27 NBA teams. Ratings for the selected team are displayed to the right of the team name and logo. To sort the teams by rating, Control Pad up/down to highlight a rating. As you Control Pad left/right you cycle through the teams as sorted by that rating.

SEASON
- Select from 82 (the standard NBA schedule), 26, or 52 game seasons.
- Press START to continue. The Team Schedule screen appears.

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 your team's calendar by day, Control Pad left/right.
- To move through your team's calendar by month, press L or R.
- To highlight options from the menu, Control Pad up/down.
- To activate the selected option, press B.
• To jump to the next scheduled game, press START. If the next scheduled game is already highlighted, pressing START will play the game.

PLAY

Play the currently highlighted game. You can only play or simulate the next game; you cannot skip any unplayed games.

SIM

Simulate the currently highlighted game. The results of the game appear beneath the logo of the opposing team.

STANDINGS

View League Standings by division. Teams that have clinched playoff berths are highlighted in gold, and teams that have clinched a division championship are shown in light gold.

• To cycle through the NBA divisions, Control Pad left/right.

LEADERS

View the top 10 League Leaders in 12 statistical categories.

• To page through the categories, Control Pad left/right.

• To see more players, Control Pad up/down.

TRADES

Go to Trade Players screen. See Player Trades below.

CALENDAR

View the league schedule by day.

• To page through the league schedule by day, Control Pad left/right.

• To move through the league schedule by month, press L or R.

• If there is an arrow at the top of the screen, Control Pad up/down to see more games.

SAVE GAME

Go to Save Series screen. See Save Series screen on p. 20.

Player Trades

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

1. Highlight TRADES from the Team Schedule screen and press B. The Trade Players screen appears.
2. Control Pad up/down to highlight the player you wish to trade, and press B. The bottom portion of the screen lists the starting players for another NBA team.

3. To choose the player you want to trade for:
   - To cycle through the NBA teams, press L or R.
   - To cycle through the statistics for the players, Control Pad left/right.
   - To highlight the player you wish to trade for, Control Pad up/down.

4. To accept the trade for the highlighted player, press B. The players are exchanged, and you return to the Trade Players screen.
   - To abort the trade, highlight the player you were going to trade and press B. You return to the original Trade Players screen.

EA TIP

If you want to exchange positions between two players (move your small forward to power forward, for instance), you can trade with your own team to permanently swap the players.

AFTER THE GAME

After a Season game, the Final Score, Topps Player of the Game, Topps End of Game, and Postgame screens appear as normal. Press START to continue, and the Save Series screen appears.

SAVE SERIES screen

1. To select a memory slot, highlight one of the 3 slots and press B. The current Season series is listed in the selected slot.
   - To toggle between SAVE and DO NOT SAVE, Control Pad left/right. If SAVE is selected, the series is saved when you exit from the screen; if DO NOT SAVE is selected, the series is not saved.

2. To continue, press START. You return to the Team Schedule screen.
End of the Season:

The Standings screen appears after the Save Series screen. Teams that qualified for the playoffs are highlighted in gold. Press START to return to the Team Schedule screen. Highlight Playoffs and press B or simply press START to advance to the Playoff Tree screen. If you made the playoffs, see Starting a Playoff Series below. If you didn't make the playoffs, the Playoff Tree is displayed to show the playoff results. Press START to return to the Game Setup screen.

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 '95. You can 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.

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 that play in the series, as well as which teams are human-controlled.

1. From the Game Setup menu, select Playoffs from the Mode option.
2. Set up the remaining options, then press START. The Playoff Tree 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 with a control star. Playoffs proceed as normal, except that you cannot change the teams or human control stars. To set the length of the series, Control Pad left/right. Press START to continue.
The Playoff Tree

- To highlight a team, Control Pad in any direction.
- To toggle human control on and off for the highlighted team, press B. A star appears behind the team name when it is controlled. Games involving teams with a star are played (although both teams can be set to computer control); other games are simulated.
- To change the team in the highlighted playoff slot before the playoffs begin, press L or R to cycle through the NBA teams. A team can appear in more than one playoff slot.
- To change the series schedule, highlight GAMES in the top center of the screen. Press B to cycle through the choices. Choose from 5-7-7-7 (the NBA format; 5 games in the first round and 7 games thereafter), 1-3-3-3, or 3-5-5-5.
- To advance to the next scheduled playoff game, press START. The Player Setup screen appears, and gameplay proceeds as normal.

End of the Game

After a Playoff game, the Final Score, Topps Player of the Game, End of Game, and Postgame screens appear as normal. Press START to continue, and the Save Series screen appears.

1. To select a memory slot, highlight one of the 3 slots and press B. The current Playoff series is listed in the selected slot.
• To toggle between SAVE and DO NOT SAVE, Control Pad left/right.

2. To continue, press START. You return to the PLAYOFF TREE screen.

End of the Round

• If you win your round, the procedure is the same as any other game, except when you return to the PLAYOFF TREE your team icon is moved to the next bracket and you face a new opponent.

• If you lose a round, you return to the PLAYOFF TREE screen to see the final playoff results after the postgame screens. Press START to return to the GAME SETUP screen.

STRATEGY AND STATISTICS

PLAYER RATINGS AND STATISTICS

You can view four types of statistics and ratings in the SUBSTITUTION or PLAYER STATS screens: game statistics, skill ratings, 1993-94 season stats, or NBA Live '95 season/playoff stats. NBA Live '95 season and playoff stats are only available in Season or Playoff play.

• To cycle through the types of statistics, press X.

• To cycle through the ratings/statistics in each category, Control Pad left/right.

Game Statistics

The following stats are tracked throughout the game:

STAMINA

Stamina bar. The player is less effective as the bar decreases. When the bar is red, substitute immediately! The Stamina bar is available on from the SUBSTITUTION screen—it doesn’t appear in PLAYER STATS.

TOTAL POINTS

Total points scored in game.

FIELD GOALS

Number of field goals made/attempted.

FIELD GOAL %

Field goal percentage.
3 POINTS
3 POINT %
FREE THROWS
FREE THROW %
OFF. REBOUNDS
DEF. REBOUNDS
BLOCKS
STEALS
ASSISTS
PERSONAL FOULS

Three-pointers made/attempted.
Three-point percentage.
Free throws made/attempted.
Free throw percentage.
Total offensive rebounds.
Total defensive rebounds.
Number of shots blocked.
Number of steals.
Number of assists.
Number of personal fouls. Players are ejected when they pick up their 6th foul.

Skill Ratings
Every player is rated on a 50-100 scale in the following categories:

FIELD GOALS
3 POINTS
FREE THROWS
DUNKING
STEALS
BLOCKS
OFF. REBOUNDS
DEF. REBOUNDS
PASSING
OFF. AWARE
DEF. AWARE
SPEED
QUICKNESS
JUMPING
DRIBBLING
STRENGTH

Field goal rating.
Three-point shooting ability.
Free throw shooting ability.
Ability to make spectacular slams.
Ability to steal the ball.
Shot blocking rating.
Offensive rebounding ability.
Defensive rebounding ability.
Passing skill.
Offensive court awareness.
Defensive court awareness.
Running speed.
Quickness rating.
Leaping ability.
Ball handling skill.
Body strength.
1993-94 Statistics

There's no need to turn to a sports almanac; *NBA Live '95* has all the stats for every NBA player!

<table>
<thead>
<tr>
<th>Statistic</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HEIGHT</td>
<td>Player height.</td>
</tr>
<tr>
<td>WEIGHT</td>
<td>Player weight.</td>
</tr>
<tr>
<td>YEARS EXP.</td>
<td>Years of NBA experience (R = rookie).</td>
</tr>
<tr>
<td>UNIVERSITY</td>
<td>College the player went to.</td>
</tr>
<tr>
<td>TOTAL GAMES</td>
<td>Number of games participated in.</td>
</tr>
<tr>
<td>TOTAL MINUTES</td>
<td>Total minutes played in the season.</td>
</tr>
<tr>
<td>TOTAL POINTS</td>
<td>Total points scored.</td>
</tr>
<tr>
<td>POINTS/GAME</td>
<td>Points per game average.</td>
</tr>
<tr>
<td>FIELD GOALS</td>
<td>Field goals made/attempted.</td>
</tr>
<tr>
<td>FIELD GOAL %</td>
<td>Overall field goal percentage.</td>
</tr>
<tr>
<td>3 POINTS</td>
<td>Three-pointers made/attempted.</td>
</tr>
<tr>
<td>3 POINT %</td>
<td>Three-point shot percentage.</td>
</tr>
<tr>
<td>FREE THROWS</td>
<td>Free throws made/attempted.</td>
</tr>
<tr>
<td>FREE THROW %</td>
<td>Free throw percentage.</td>
</tr>
<tr>
<td>OFF. REBOUNDS</td>
<td>Total offensive rebounds.</td>
</tr>
<tr>
<td>DEF. REBOUNDS</td>
<td>Total defensive rebounds.</td>
</tr>
<tr>
<td>ASSISTS</td>
<td>Total number of assists.</td>
</tr>
<tr>
<td>STEALS</td>
<td>Total number of steals.</td>
</tr>
<tr>
<td>TURNOVERS</td>
<td>Total turnovers given up.</td>
</tr>
<tr>
<td>BLOCKS</td>
<td>Total number of shots blocked.</td>
</tr>
<tr>
<td>PERSONAL FOULS</td>
<td>Total number of fouls committed.</td>
</tr>
<tr>
<td>FOULED OUT</td>
<td>Total times fouled out.</td>
</tr>
</tbody>
</table>

Season/Playoff Statistics

Season and playoff statistics are the same as game statistics, except that they are accumulated over an entire Season or Playoff series rather than a single game.
**Offensive Sets**

**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, thus keeping the defense off balance.

**Inside Triangle**
This offense, used by the Bulls championship teams of 91-93, gives 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.

**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 give good floor balance and lots of movement by all the players. 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. The best feature of this offense is that it keeps your big players close to the basket.

**3 Point**
This offense gives you the opportunity to score points in a hurry if you're behind or just want to blow someone out. 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
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.

Automatic
The computer chooses one of the team's two offensive sets automatically. This is the default setting.

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. You don’t necessarily have to be trailing to use it. It makes the team take more time off the clock bringing the ball up the floor, leaving less time to shoot.

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 ballhandler. The Half Court Trap forces the tempo of the game, and is well-suited to providing fast break buckets off of steals. 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 teams 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. The Quarter Court is a conservative defense that 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.

Automatic

The computer chooses the appropriate defensive set automatically. This is the default setting.

TEAM DESCRIPTIONS

Each NBA team is assigned two offensive sets that the computer chooses from when controlling the team (or when the Automatic offensive set is chosen). When you control the team, you can change the offensive throughout the game.

<table>
<thead>
<tr>
<th>TEAM</th>
<th>OFF. SETS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Atlanta</td>
<td>Inside Triangle/Box</td>
</tr>
<tr>
<td>Boston</td>
<td>Sideline Triangle/Isolation</td>
</tr>
<tr>
<td>Charlotte</td>
<td>Motion/Isolation</td>
</tr>
<tr>
<td>Chicago</td>
<td>Sideline Triangle/Isolation</td>
</tr>
<tr>
<td>Cleveland</td>
<td>Box/Motion</td>
</tr>
<tr>
<td>Dallas</td>
<td>Inside Triangle/Isolation</td>
</tr>
<tr>
<td>Denver</td>
<td>High Post/Sideline Triangle</td>
</tr>
<tr>
<td>Detroit</td>
<td>Box/Isolation</td>
</tr>
<tr>
<td>Golden State</td>
<td>High Post/Isolation</td>
</tr>
<tr>
<td>TEAM</td>
<td>OFF. SETS</td>
</tr>
<tr>
<td>-------------</td>
<td>---------------------------------</td>
</tr>
<tr>
<td>Houston</td>
<td>Inside Triangle/Isolation</td>
</tr>
<tr>
<td>Indiana</td>
<td>Box/Motion</td>
</tr>
<tr>
<td>LA Clippers</td>
<td>Motion/Isolation</td>
</tr>
<tr>
<td>LA Lakers</td>
<td>Motion/Isolation</td>
</tr>
<tr>
<td>Miami</td>
<td>Motion/Box</td>
</tr>
<tr>
<td>Milwaukee</td>
<td>High Post/Box</td>
</tr>
<tr>
<td>Minnesota</td>
<td>Sideline Triangle/Motion</td>
</tr>
<tr>
<td>New Jersey</td>
<td>Motion/Isolation</td>
</tr>
<tr>
<td>New York</td>
<td>Box/Isolation</td>
</tr>
<tr>
<td>Orlando</td>
<td>Motion/Isolation</td>
</tr>
<tr>
<td>Philadelphia</td>
<td>Sideline Triangle/High Post</td>
</tr>
<tr>
<td>Phoenix</td>
<td>Motion/Isolation</td>
</tr>
<tr>
<td>Portland</td>
<td>High Post/Isolation</td>
</tr>
<tr>
<td>Sacramento</td>
<td>Motion/Box</td>
</tr>
<tr>
<td>San Antonio</td>
<td>Low Post/Isolation</td>
</tr>
<tr>
<td>Seattle</td>
<td>Motion/Isolation</td>
</tr>
<tr>
<td>Utah</td>
<td>High Post/Isolation</td>
</tr>
<tr>
<td>Washington</td>
<td>Motion/Box</td>
</tr>
</tbody>
</table>
INFRACTIONS

When the refs catch an infraction on the court, they blow the whistle to stop play, and the violation is displayed onscreen.

Fouls

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, the offensive player 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 basket missed, the player gets 2 free throws.

Violations and Turnovers

<table>
<thead>
<tr>
<th>Violation</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defensive fouls</td>
<td>Defensive Fouls may be called on steals, hand-checking, bumping, and shooting fouls.</td>
</tr>
<tr>
<td>Offensive fouls</td>
<td>If you have the ball and run into a defensive player who is set, Charging may be called. If you run into a player or hand-check when you don’t have the ball, an Offensive Foul may be called. Offensive fouls don’t count as team fouls.</td>
</tr>
<tr>
<td>Out of bounds</td>
<td>If the ball or the player with the ball leave the boundaries of the court, it is a turnover.</td>
</tr>
<tr>
<td>Backcourt</td>
<td>Once you advance the ball over the halfcourt line, you can’t take the ball back over the halfcourt line into the backcourt.</td>
</tr>
<tr>
<td>Traveling</td>
<td>When you stop dribbling, you can’t resume. Once you pull up to shoot or pass, you can’t use the Control Pad to move again, or traveling is called.</td>
</tr>
<tr>
<td>Goaltending</td>
<td>Once a shot has touched the backboard or started downward, it cannot be touched by any player until it hits the rim.</td>
</tr>
<tr>
<td>Three second violation</td>
<td>An offensive player can’t stay in the key for longer than 3 seconds at any one time. If the ball touches the rim, the player can stay in the paint for 3 more seconds.</td>
</tr>
</tbody>
</table>
24 second shot clock

From the moment you gain possession of the ball, you have 24 violation seconds to get off a shot that hits the rim. Each time the ball hits the rim or a change of possession occurs, the clock is reset. The 24 second clock appears at the bottom left of the screen when there are 10 or fewer seconds left.

5 second inbound violation

You have 5 seconds to get the ball in play when inbounding.

10 second backcourt violation

You must cross the halfcourt line within 10 seconds after an inbounds play in the backcourt.

CREDITS

Lead Programmer: Al Johanson
Programming: Rod Reddkeopp, Daniel Ng, Dan Scott
Additional Programming: Amory Wong
Art Direction: Mike Smith
Graphics and Animation: Tony Lee, Ken Thurston, Darrell Olthuis, Cindy Green
Sound and Music: Traz Damji
Additional Music: Brian Shaw
Sound Technology: Al Stewart
Assistant Producer and Designer: Tarrnie Williams Jr.
Additional Design: Dave Warfield, Steve Cartwright
Executive Producer: Sam Nelson
Associate Producer: Stanley Chow
Development Director: Ivan Allan
Product Manager: Glenn Chin
Package Design: E.J. Sarrraille
Package Art Direction: Nancy Waisanen
Documentation: David Lee
Documentation Layout: Corey Higgins
Lead Tester: Lee Patterson
Additional Testing: James Fairweather, Marcin Karsinski, Tony Lam, Jeremy Wedel, Burt Tam
Quality Assurance: Terrence Chin
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Back Row, left to right: Stan Chow, Al Johanson, Ken Thurston, Lee Patterson, Rod Reddekopp, Mike Smith, Ivan Allan
Front Row left to right: Cindy Green, Traz Damji, Tarnnie Williams Jr, Daniel Ng, Amory Wong, Darrell Othuis

Sam Nelson, Executive Producer and major basketball fan, knows this game inside and out. He knew exactly what the game thought it wanted to be and is extremely pleased with how it turned out. You can now find this Californian checking out what Canada's West Coast has to offer.

Stanley Chow, this 6' 1" Associate Producer could have made it in basketball but he chose volleyball and videogames as his past-times instead. With all that he has learned about basketball on NBA Live '96 he now has the itch to shoot hoops too.

Ivan Allan, Development Director and master BBQ steak chef, kept the NBA team going with words of wisdom and plenty of red meat. Wow that this project is finished, he can set up his own BBQ steak restaurant and mow his lawn.

Allan Johanson, lead programmer, really wants to be a Porsche 914/6 customizer whenever EA eventually lets him have some vacation time. In the meantime, you can find him in his office bashing himself with bamboo (something to do with toughening up his hands for his next project).

Rod Reddekopp, stunt programmer, coded all those nifty moves you see in the game. Drafted from a local university at an early age, this rising star will be scoring many 3-pointers in his career. Look for him at a court near you.

Daniel Ng, a programmer who kept on coding right to the very end, was bribed into many late nights with boxes of cookies and cheesecake. Now that he knows better, you can find him at the local bakery buying his own snacks and having a life outside of the office.

Dan Scott, our 'Fred Man' for the game, coded many of the intro screens in the game. Now that the project is over, this newlywed can finally spend some time with his loving and ever-patient wife.

Amory Wong, programmer, is surprised he still has a family after years of working overtime. He puts in tons of hours because he is silly enough to accept any challenge that EA throws at him. You would think that after 8 years of this he'd know better...

Mike Smith, lead artist and major sports nut, provided art for many areas of the game. Every time he tries to perform an 'art direction' role, we found something else for him to draw. He thought he could take a time-out now that this project is over, but we have more work for him!

Tony Lee, artist, created many of the animations that you will see in the game. This living musical encyclopedia has been expanding his knowledge to basketball and now knows more about the teams and players than he ever planned on!

Ken "Thursty" Thurston, artist and videogame freak, will spend his free time as usual playing videogames. This die-hard game fan says this is his favorite game among the dozens and dozens that he owns.

Darrell Othuis, artist, created realistic looking starter pictures and court art. He now knows exactly what colors every court in the NBA uses whether he wanted to or not! You can now find him courtside during his half-time break between projects.

Cindy Green, artist, says: "To me, before our game, "basketball" only meant passing, dribbling, and slam-dunking. During our game, it meant long hours, late dinners, and mental exhaustion. After our game, it now means great product, great satisfaction, and great teamwork!... way to go, guys!"

Tarnnie Williams, Jr. (assistant producer and designer), helped create the fantastic gameplay in this product. Not only does he have great taste in games, but he has one of the best music collections around. Now he'll have a chance to enjoy his tunes while preparing for his next project.

Traz Damji, musician extraordinaire. Known as 'Trazman, the Jazzmanian Devilish Ivory Tickler,' is the magical creator of the cool sounds that add the exciting aural dimension to the NBA action.

Lee Patterson, Lead Tester of a group run out of the "KRAY LAB," now runs experiments on his other testers. One group from Lab 'A' has proven especially useful for the exclusive testing of NBA Live '96 while managing their 'time' wisely.