

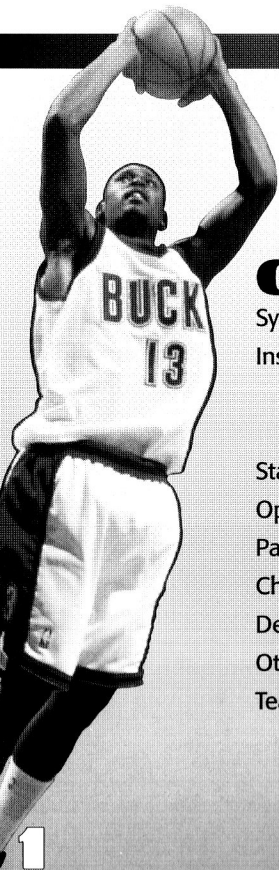


NBA JAM
EXTREME



AKkaim[®]

entertainment, inc.



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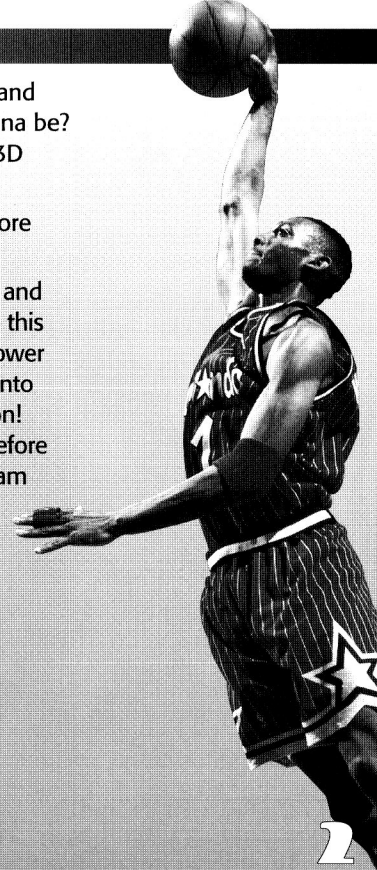
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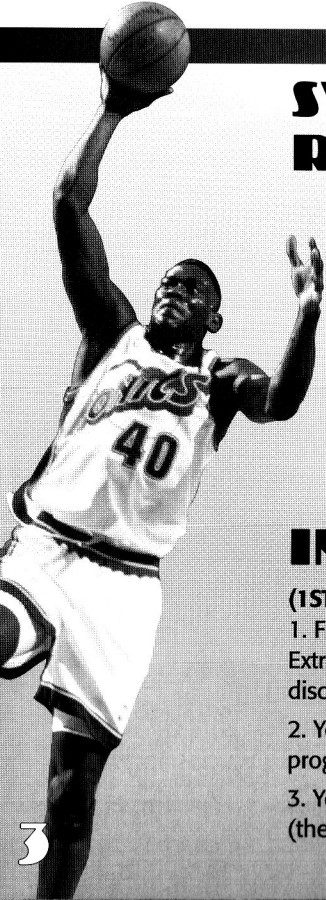
What are you really made of? Yesterday's moves and the day before's excuses? Is 2D the way you wanna be? Or are you ready to step up to the real world of 3D power jams and decimating defensive moves?

Today's game is more frantic, and takes a little more power and finesse!

It's time for real jammin'! Time for in-your-face D and out-of-this-world dunkin'! Two-on-two is No. 1 as this exciting arcade hit comes home! This is where power makes the plays, and crybabies call "foul!" Whip into tournament play and just try to escape elimination!

If you're a glory gourmet, you might go hungry before you can savor the sweet taste of victory in NBA Jam Extreme. This game will test all that you thought you knew about winning!





SYSTEMS REQUIREMENTS

- Pentium P133 PC or higher
- 16 MB RAM, double speed CD-ROM drive
- 40 MB hard disk space for full install
- Windows 95
- 2MB Super VGA video card
- Gravis™ GrlP™ and sound card recommended
- Supports: Gravis™ GrlP™ Adapter, any Windows 95 supported 4 (or more) button controller, SoundBlaster and 100% compatible sound cards.

INSTALLATION

(1ST TIME SETUP)

1. From the Windows 95 desktop, insert the NBA Jam Extreme CD-ROM disc into your CD-ROM drive (using a disc caddy if appropriate).
2. You will enter the NBA Jam Extreme Setup program. Click on Next> (or hit <ENTER>).
3. You will be asked to choose the Destination Location (the directory you wish to install to). Click on Next> (or

hit <ENTER>) to install the game to the default directory: (C:\PROGRAM FILES\ACCLAIM\NBAJAMEXTREME).

To select a different directory, click on Browse.

4. You will be prompted to make one of the following install choices:

- NBA Jam Extreme with DirectX Drivers (recommended)
- NBA Jam Extreme only
- DirectX Drivers only

The first choice is the default. To change this, click on another choice. We recommend that you install the game with the DirectX Drivers to ensure that the game runs properly. (DirectX Drivers are special drivers required by the Windows 95 operating system for running computer game software. You may wish to install the DirectX Drivers by themselves to update your system if you have made any recent changes to your hardware setup.)

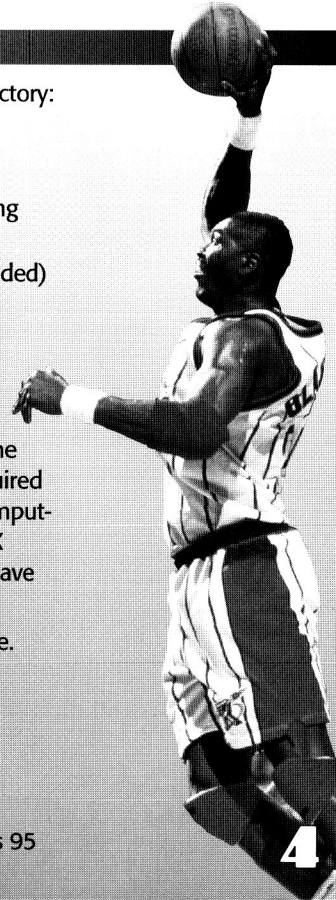
Click on Next> (or hit <ENTER>) to install your choice.

5. A window stating "NBA Jam Extreme has been successfully installed on your hard drive" should appear. Click on OK.



6. • To RUN the game, click on the NBA Jam Extreme icon.

NOTE: You can uninstall the game in Windows 95





simply by going to Start>Settings>Control Panel>Add/Remove Programs, and selecting NBA Jam Extreme for removal.

MANUAL INSTALLATION

1. Turn on your computer. Insert the NBA Jam Extreme CD-ROM disc into your CD-ROM drive (using a disc caddy if appropriate).
2. Double click on the MY COMPUTER icon.
3. Double click on the CD-ROM icon and proceed with steps 3 through 6 (under 1st time setup).



A NOTE ABOUT INPUT DEVICES

NBA Jam Extreme supports the following:

- **Keyboard** (default controls can be configured)
- **4 Button Joypad:** If using a 4 Button joypad, you must calibrate it by going to MY COMPUTER>CONTROL PANEL>JOYSTICK and following on-screen directions. When you are done, exit and restart your computer. NOTE: If using more than one 4 Button joypad (with a Y splitter or gamecard), only two of the buttons will be active. For this reason, we recommend that you use only one joypad, or use the Gravis™ GrIP™.
- **Gravis™ GrIP™ Adapter:** We recommend the Gravis™ GrIP™ for best play control.

STARTING THE GAME

After clicking on the game icon, the NBA Jam Extreme opening sequence will start. (You can cut this short: Players 1 to 4 press the 1 - 4 keys to start a game. Any player can press F1 to enter the Help screen, or F2 to set Options before game play). This is where the action begins! Tons of 3D fun are at hand, no matter how many are playing! Players can play as teammates or opponents, depending on which player they have chosen to control. Players 1 and 2 are always on one team, while players 3 and 4 are on the opposing team. You can control up to two players per team.

- Press number 1, 2, 3, or 4 to start with player 1, 2, 3, or 4 and enter the password screen for record keeping (see Password, page 9).

There are two basic play modes:

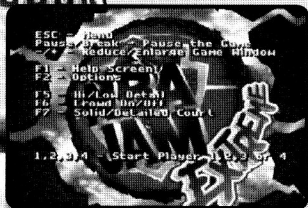
1 to 4 player Practice: If you don't input your initials (see Password), up to 4 players can compete in a head to head practice game. One or two players can play as teammates against a random computer opponent, or 2 or more players can select their teams and play as opponents.

1 or 2 player Tournaments: 1 or 2 players play as teammates against 29 opposing teams! If you manage to beat 20 of them, you'll enter a 20 second SHOOT-OUT, a bonus level that allows you to gain points by hitting shots from all over the court. Then your season continues, and with luck you'll make





it to the Semi-Finals, a tough best-of-5 elimination contest that will leave only two teams standing. If you make it through that minefield, you'll enjoy another shoot-out period, this time for 30 seconds. Then it's down to the final showdown: a best-of-7 battle for the championship! Once a tournament has started, up to 2 more players can join in, taking over for the CPU team.



ABOUT THE HELP SCREEN

The help screen lists important keys, and commands to toggle certain settings that may enhance game performance.

ESC Returns you to the previous screen. (Pressing ESC during a game will bring up a menu allowing you to Continue, Abort

Game (return to the demo loop) or Quit to Windows
PAUSE Pauses/ resumes the game -/+ Reduces or enlarges the game window (Use the + or - on the numeric key pad.)

F1 Brings up the Help Screen

F2 Brings up the Options Screen

F5 Toggles between Hi and Low game detail

F6 Toggles the Crowd ON or OFF

F7 Toggles between a Solid and Detailed Court

1, 2, 3, 4 Starts play for players 1 - 4

OPTIONS

To access Options, press F2 at any time before beginning a game. You can set up your game in a variety of ways to make for the wildest court action you can imagine! To set an option press UP or DOWN to highlight it, and LEFT or RIGHT to toggle settings.

COMPUTER DIFFICULTY: The competitive intelligence of your computer controlled opponents may be set from 0 (easiest) to 9 (hardest).

GAME TIMER SPEED: Set the speed of the game clock, from Slowest (30) to Fastest (10).

COMPUTER ASSISTANCE: Set **On** or **Off**. When **On**, this option button will cause the computer to make sure that games remain close by cooling off any team that gets too big a lead! Turn **Off** to give both teams a "fair shake".

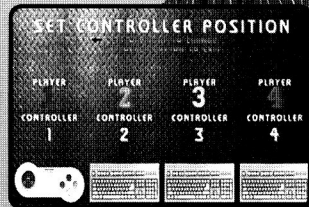
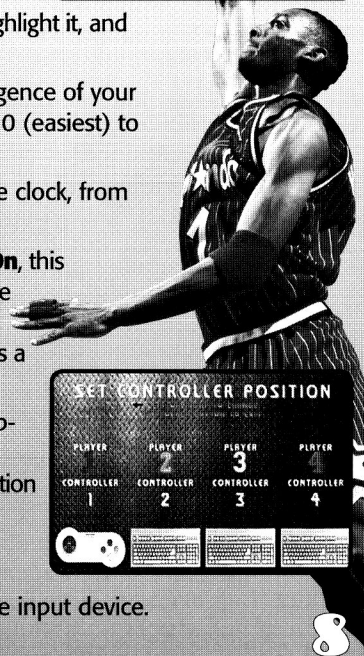
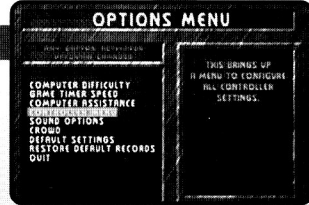
CONTROLLER MENU: This will bring you to a sub-menu featuring these options:

Controller Position: To change which player/position you control.

Button Configuration: Allows you to change default control settings for your input device.

Controller Type: Switch control to any available input device.

Quit: Returns you to the options menu.

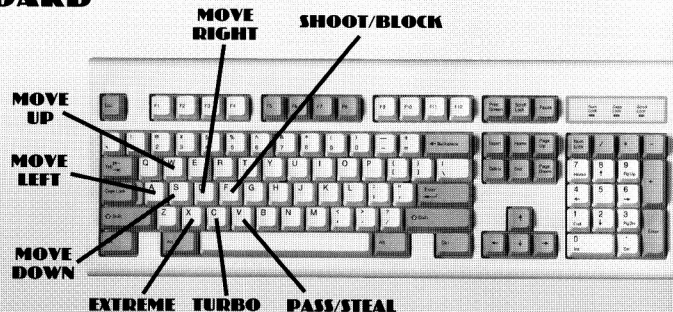


DEFAULT CONTROLS

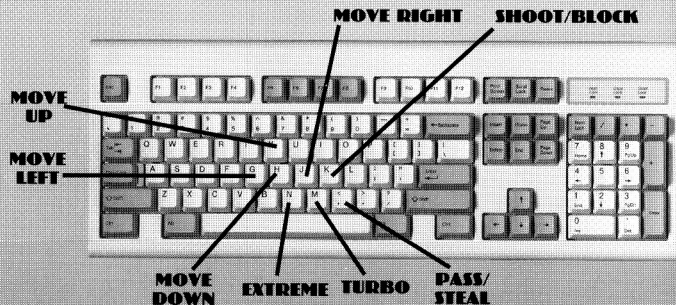
Once you've selected your team and team members, it's time to show what you can do! Master the controls and apply a little muscle and it's on to the championship!

KEYBOARD

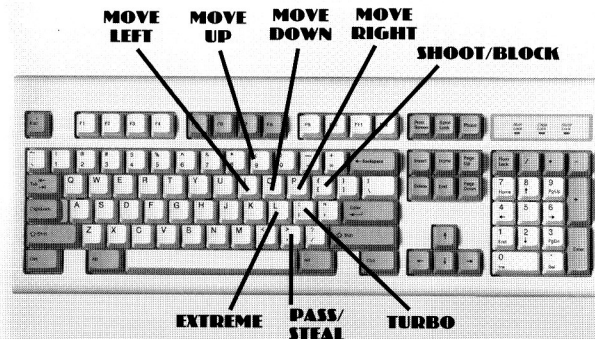
PLAYER 1



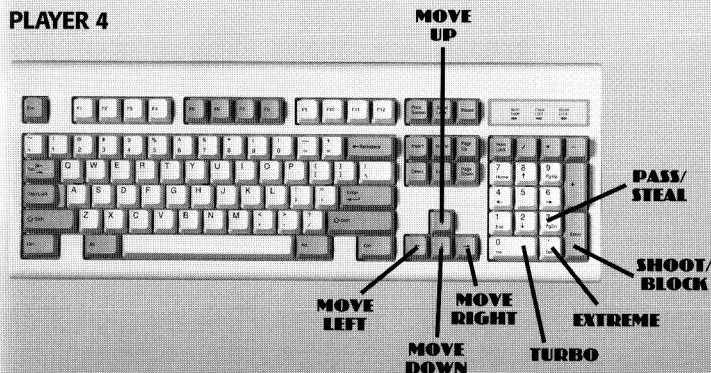
PLAYER 2



PLAYER 3

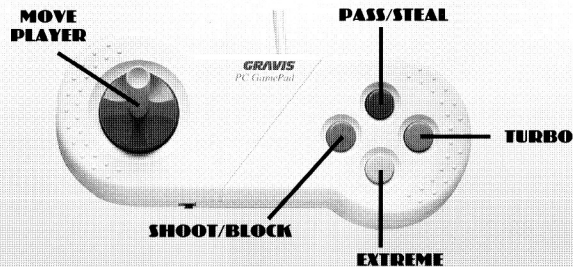


PLAYER 4

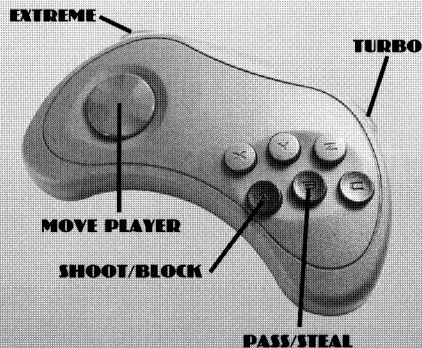


FOUR BUTTON JOYSTICK

To use more than one joystick, you must have a game card installed or plug a Y cable into the existing game port.



GRAVIS™ GrIP™



SHOOT/BLOCK

On Offense: press and hold the Shoot/Block control to shoot, and release it at the top of your arc for a sweet shot. Try it with Turbo or Extreme to execute the wildest jams in the backboard jungle!

On Defense: press the Shoot/Block control to block shots and rob opponents of "sure thing" shots.

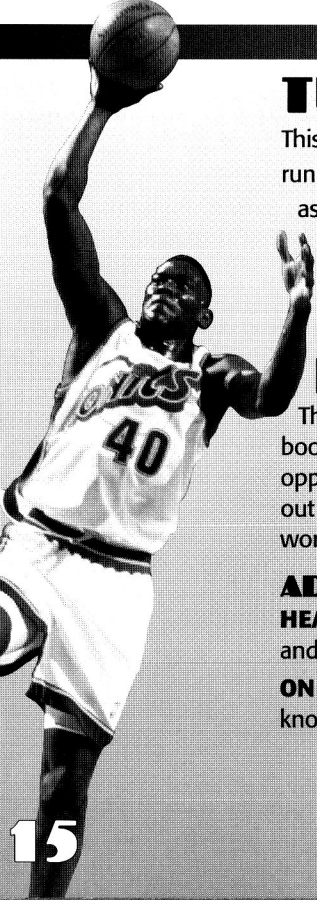
PASS/STEAL

On Offense: If you have the ball, press the Pass/Steal control to pass to your teammate. If your CPU teammate has the ball, press the Pass/Steal control to have him pass to you. If your human teammate has the ball, the Pass/Steal control does nothing. Try Pass/Steal + Turbo for an extra-fast pass, or with Extreme to charge (ouch!).

Note: A CPU teammate will not pass to you while you're using turbo.

On Defense: Press the Pass/Steal control to attempt a steal from an opponent who has the ball.

On both Offense and Defense, when you don't have the ball, press Turbo to give opponents a SHOVE they won't forget, or Extreme to DIVE for the ball!



TURBO

This is the juice button! Pressing it will make your player run faster, jump higher, shoot better, pass better --as long as his Turbo power lasts! The amount of Turbo available is shown by a meter below the player's name. When in use, the player leaves burning footprints behind.

EXTREME

This is Turbo on steroids! Extreme power gives you that boost over the edge that means crunch time for your opponents! Using Extreme takes twice as much energy out of your turbo meter, but the slammin' jams are worth it!

ADVANCED MOVES

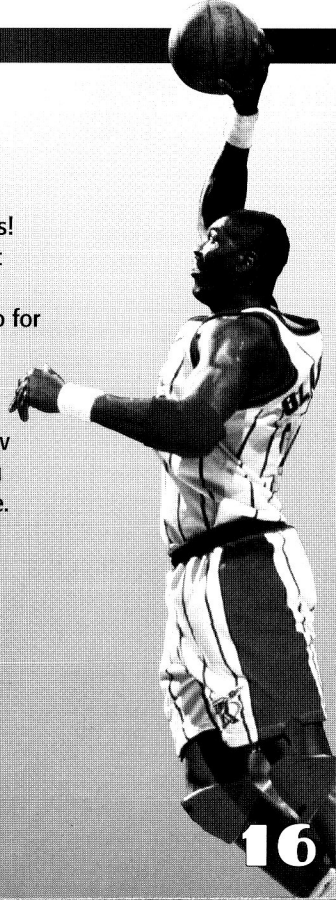
HEADFAKE: Tap SHOOT when you pull up for a jumper and fake your opponent into jumping too soon!

ON YOUR FEET: Tap PASS to get back up quickly after a knockdown!

OTHER GAME FEATURES

SMOKIN'

On offense and defense, consistency has big rewards! Shoot three baskets in a row without your opponent scoring, or block three shots in a row, and you'll be Smokin'! On offense, this gives you permanent Turbo for the next three shots (or until the opposing team makes a shot)-- you'll be pullin' crazy jams out of your socks! On defense, you can goaltend without getting called for it. Wanna pull off the ultimate? How about being Unstoppable? That's what you are if you manage to get Smokin' on both offense and defense.





TIP OFF

The game begins with a tip off. To gain control of the ball (and the initial advantage), rapidly press SHOOT/BLOCK.

QUARTERS

A standard game consists of 4 quarters of 3 minutes each. You can adjust the speed of quarters in the Game Timer option.

TIMERS

Timers show the amount of time remaining in a quarter, while the shot clock shows how many seconds you have left to get off a shot.

SUBSTITUTIONS

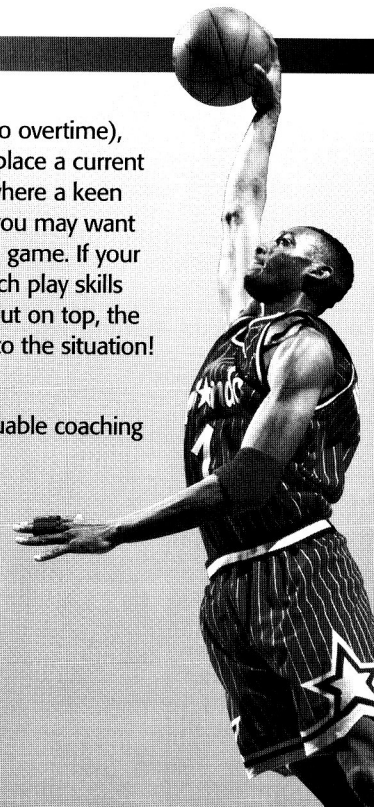
After each quarter (including the 4th, if you go into overtime), you may wish to bring in a substitute player to replace a current one. Follow on screen prompts to do so. This is where a keen eye for attributes really pays off! If you're trailing, you may want to unleash your 3 point wizards to get back in the game. If your opponent is staging a comeback, think about which play skills might check his ambitions at the door! To come out on top, the name of the game is matching a player's skill set to the situation!

COACHING TIPS

After the 1st and 2nd quarters, you will receive valuable coaching tips to help you improve your play. Pay attention!

GAME STATS

Keep an eye on your performance by checking the stats that appear at the end of each game.



TEAMS





This Baby Gets You Going!™

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One Acclaim Plaza, Glen Cove, NY 11542-2777

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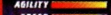
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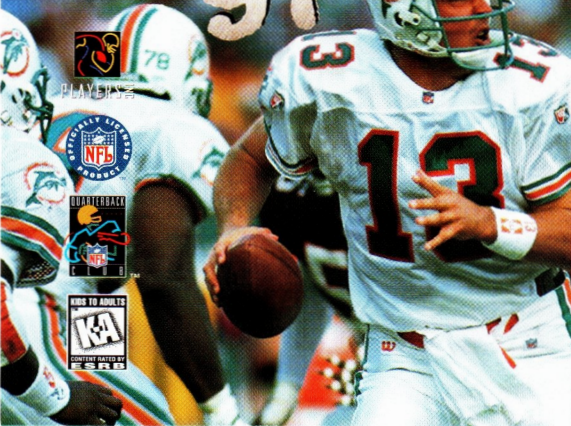
NFL QUARTERBACK CLUB 97



 QB Garrett FB Johnston FB Wood RB Sanders RB Williams RB Long EC Novacek	 RB Schiesinger FB Lynch RB Smith RB Milburn RB Rivers RB Williams	SAVE LOAD RESET
Barry Sanders #20 ABILITY  SPEED  STRENGTH 	Emmitt Smith #22 ABILITY  SPEED  STRENGTH 	
TRADE PLAYERS		*A - HIGHLIGHT OPTION, *B - CHANGE TEAM *C - TOUCH ON SCREEN, *D - IN-BOX MENU



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PLAYERS

