

GAME BOY color

Nintendo



INSTRUCTION BOOKLET

NBA Hoopz

CGB-BHIE-USA



ONLY FOR
GAME BOY
color

WARNING

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EVERYONE
NO DESCRIPTOR

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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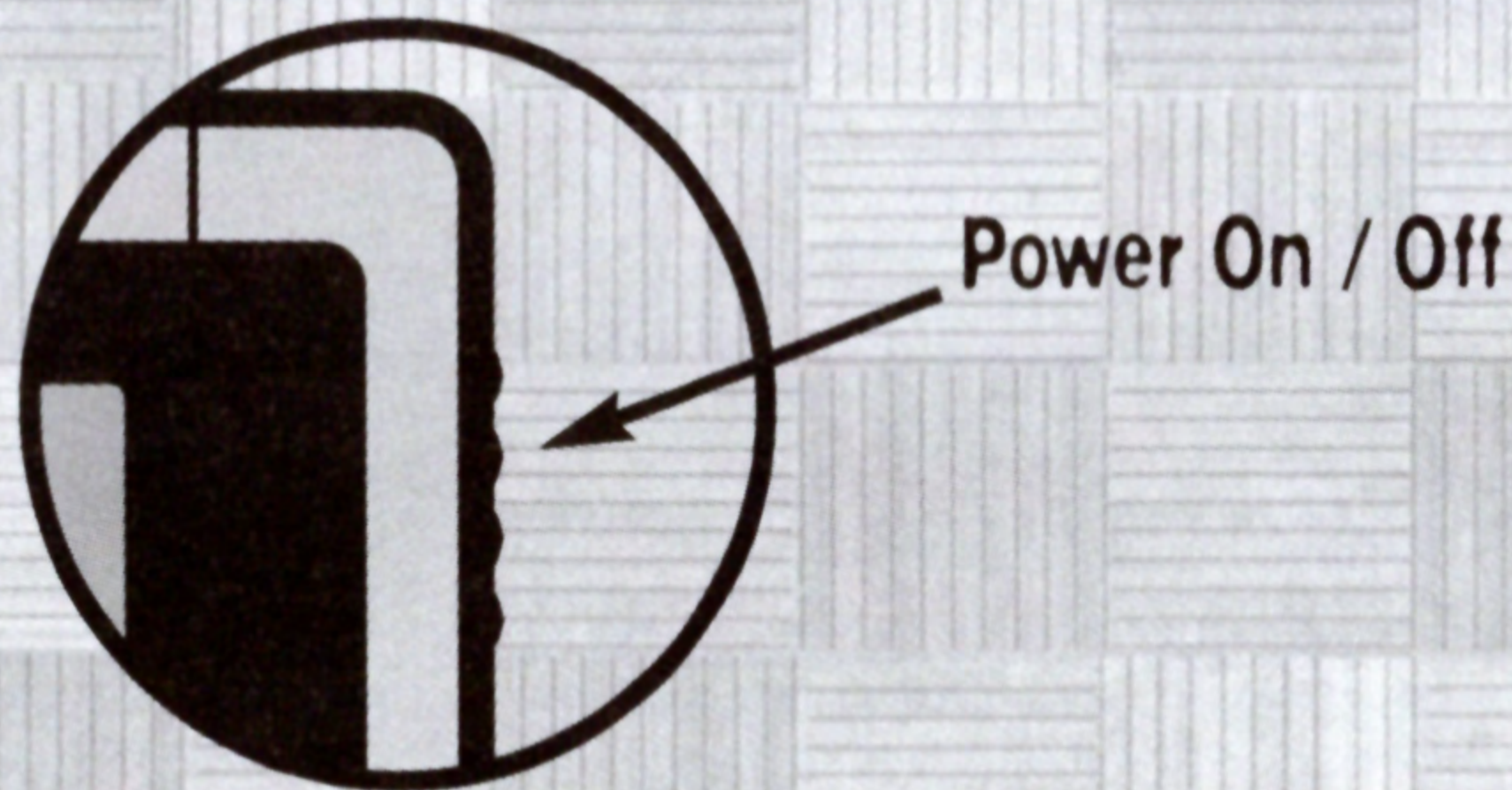
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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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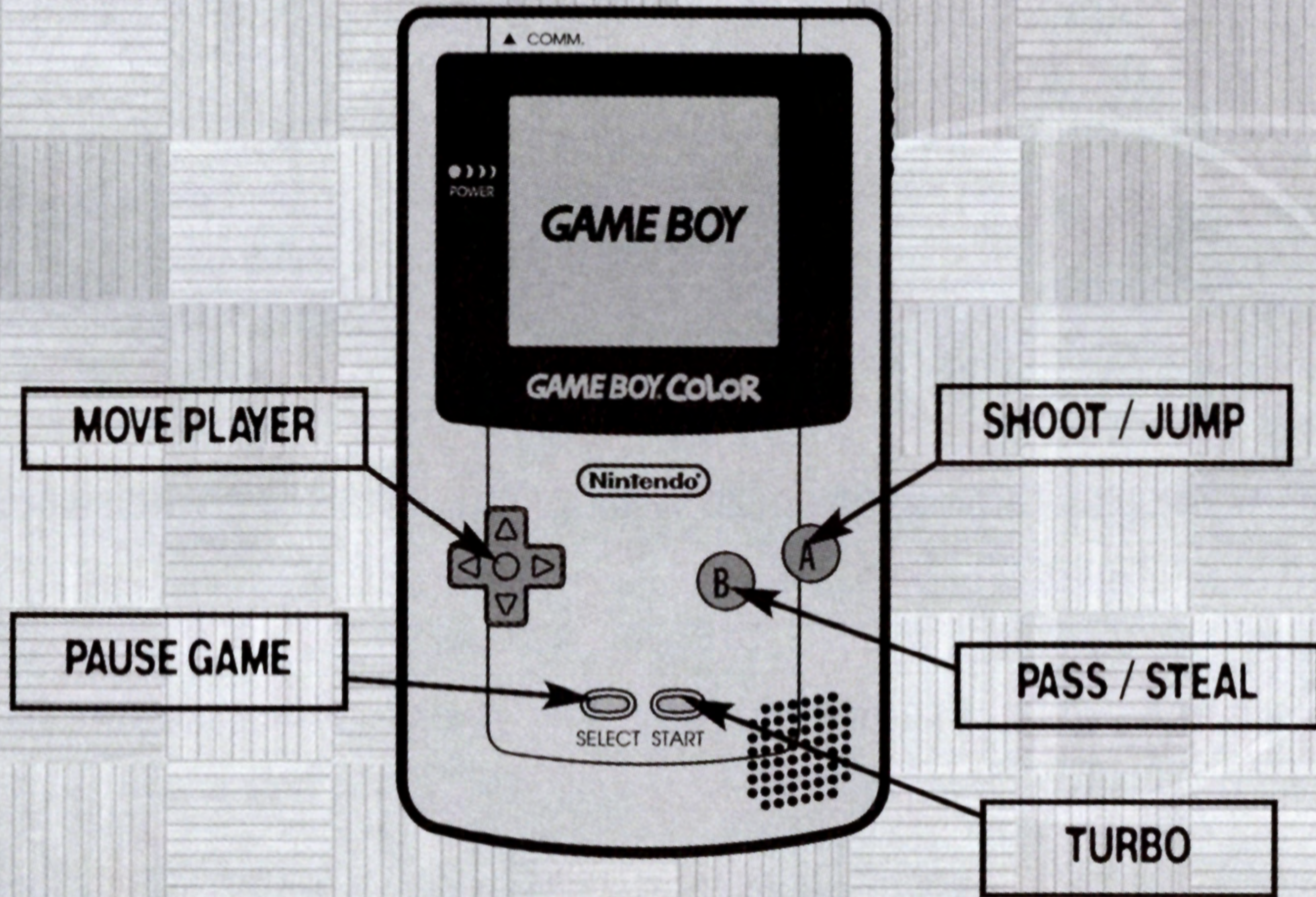
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GETTING STARTED



- Make sure the **POWER** switch is in the **OFF** position.
- Insert the Nintendo **GAME BOY** Game Pak into the slot on the back of the Game Boy Color, label facing **AWAY** from play side.
- Slide the **POWER** switch to the **ON** position to turn **ON** the power.
- Follow gameplay instructions throughout this manual.

GAME CONTROLS



MAIN MENU

At the game's Title Screen, press **START** to access the game's **Main Menu**. To select an option, press **Left** or **Right** on the Control Pad to highlight the game mode and then press the **A Button** to activate it. In the **Main Menu** you will find the following game options:



QUICK GAME

Play a single game where you can pick your team as well as your opponent (see **Quick Game Mode**, pg. 7).

SEASON

Pick a team and play through an entire season. You can also use passwords to save your games (see **Season Mode**, pg. 8).

OPTIONS

Adjust the game's default settings to meet the type of game you want to play (see **Options Menu**, pg. 6).

OPTIONS MENU

Highlight Options from the Main Menu and press the A Button to view the Options Menu. To make adjustments, highlight the desired option by pressing Up and Down on the Control Pad. Next, press the Control Pad Left or Right to toggle the options.



Difficulty : Adjust the games difficulty by selecting Easy, Medium or Hard.

Fouls : Turn Fouls ON and players can be called for fouling. Turn Fouls OFF for a no-holds-barred, foul-free game.

Quarter Length : Select from 1, 2, 3, 4 or 5 minute quarters.

Injuries : You can set this option to ON for player injuries or OFF for no player injuries.

Music : Adjust the game's music volume.

Sound : Adjust the game's SFX levels.

Turbo : Select the Start button or Select button as your Turbo function.

QUICK GAME MODE

When you play a game in Quick Game Mode, you can choose a team and Play alone or just Practice.

PLAY

Select a Team, select a opposition, select players, view opposing players, enter codes on the Play Match Screen and take on the CPU.

PRACTICE

Pick a team and players, then hit the practice court. This game mode will help you train for a Season.



NOTE

See Select Team, pg. 9, and Select Player, pg. 10, for details on selecting teams and players.

SEASON MODE

Season Mode lets you select a team and play through an entire season.

NEW SEASON

Select this option to begin your new Season. You'll go to the Team Selection Screen, followed by the Player Select Screen (see next page).

PASSWORD



After each season game you win, you will be given a password that will allow you to continue the season. At the Password Menu you can highlight the characters by pressing the Control Pad. To enter a character, press the A Button. Once you have filled in the password, select Accept and you'll return to the saved Season. If you filled in the password incorrectly, "INVALID" will appear. You can only access a saved game with the accurate password so make sure you write them down correctly!

NOTE

You must win in order to advance through the season. If you lose a game, you are given the option to replay it. Otherwise, you can enter your previous password at a later time to continue your season.

SELECT TEAM



After choosing the type of game mode you want, you'll select your team. Each team is listed in alphabetical order by the team's name. To scroll through the different teams, press Up and Down on the Control Pad. To select the team, press the A Button. Hold down the Start Button, then press Select to select a Random team.

In Quick Play Mode, the Select Opposition Scree will be displayed. Select your opposition, then press the A Button. Then press the A Button again to go to the Select Player Screen (see next page).

TEAM HISTORY

Select this option to view a history of each team.

SELECT PLAYER

Each team has three players you can use on the court. One player is controlled by you and the other two are your drone teammates. The CPU opposition consists of three drones. You can scroll through the different player positions (Guard, Forward, Center) by pressing Left or Right on the Control Pad. Each player's statistics are displayed below. Once you have found the players you wish to use, press the A Button!



After you have selected your players, you will view the opposing team, followed by the Matchup Screen.



MATCHUP SCREEN / ENTERING CODES

At the Matchup Screen, you can enter codes by pressing the Turbo Button (first digit), Shoot Button (second digit) or the Pass Button (third digit), then pressing on the Control Pad in a specific direction. You can enter multiple codes, but you have to be quick. Look for codes in magazines, strategy guides, the internet or with a little guess work.

PLAYING THE GAME

This section will give you a general idea of the game's interface.

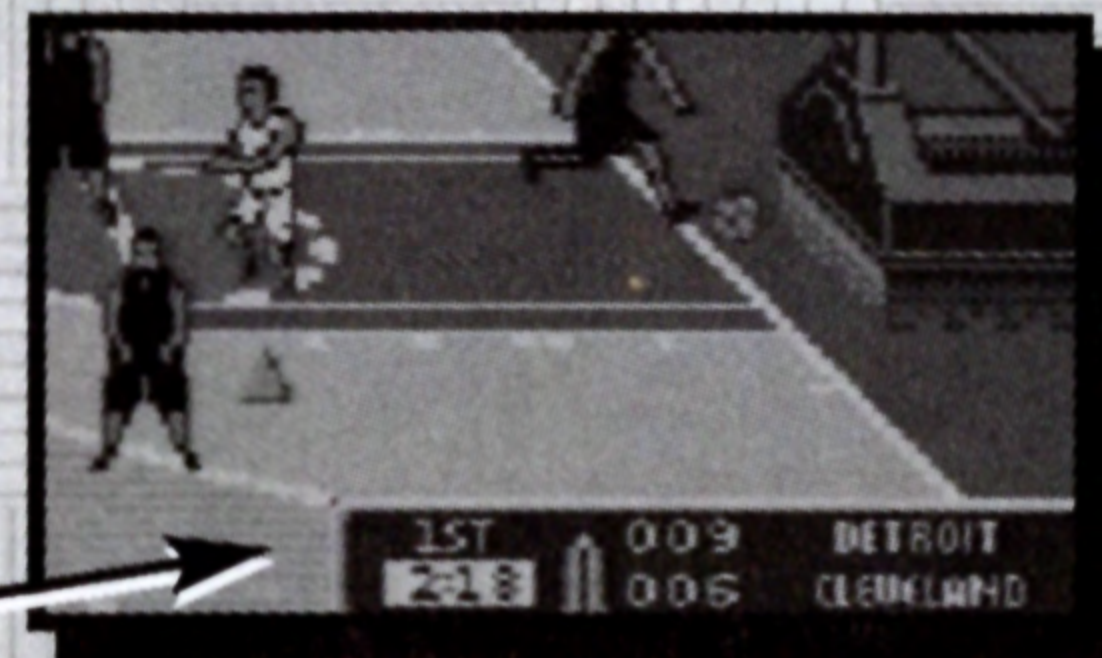
ON FIRE

If you can sink three baskets in a row (without letting your opponent make a basket) you will be "on fire". When this happens, the ball will change color and each shot you make will cause the net to smoke when the ball goes through it. Make sure you don't let the other team score. If you do, your flame will go out..

SCOREBOARD



Each team's score is displayed at the bottom right corner of the screen after a field goal is scored, as well as at mid court during the game. The scoreboard displays the Score, current Period of the game as well as the Time Remaining in that period.



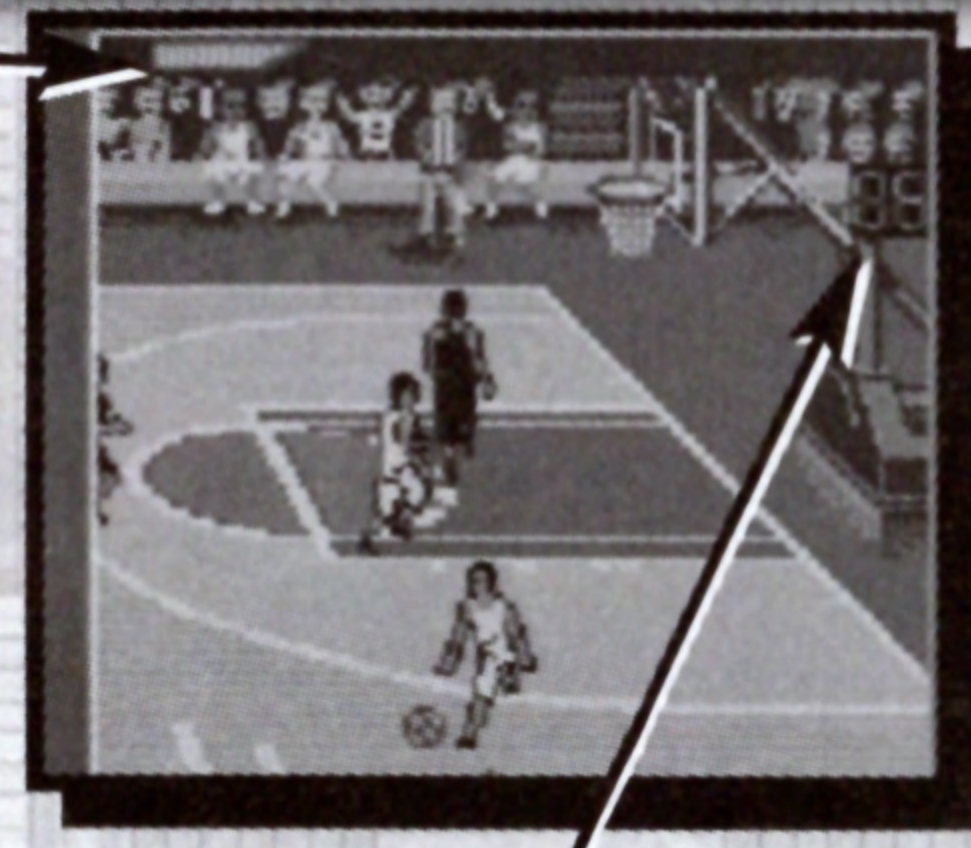
Scoreboard

Appears after scoring.

PLAYING THE GAME

TEAM TURBO METER

At the top-left of the screen you will see your player's **TEAM TURBO METER**. When you use your Turbo, the meter will fall. Releasing **START** will allow the meter to rise again. Use Turbo with the **A** and **B** Buttons to perform special offensive or defensive moves.



SHOT CLOCK

Located on the right side of the screen is the Shot Clock. The Shot Clock will appear when you have 10 seconds left. You have 24 seconds from when you get possession of the ball to take a shot at the basket. If you don't take a shot within the 24 seconds, you will receive a Shot Clock Violation. A Shot Clock Violation will automatically give possession of the ball to the other team.

STATISTICS

At halftime and after the game, you will see the Statistics screen. This screen will let you view your team's current stats as well as the other team's. Press **Left** and **Right** on the Control Pad to select a team to view. Press **Up** and **Down** to view the different players' statistics.

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