

INSTRUCTION BOOKLET



ELECTRONIC ARTS™

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



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SYSTEM OR GAME PAK.**



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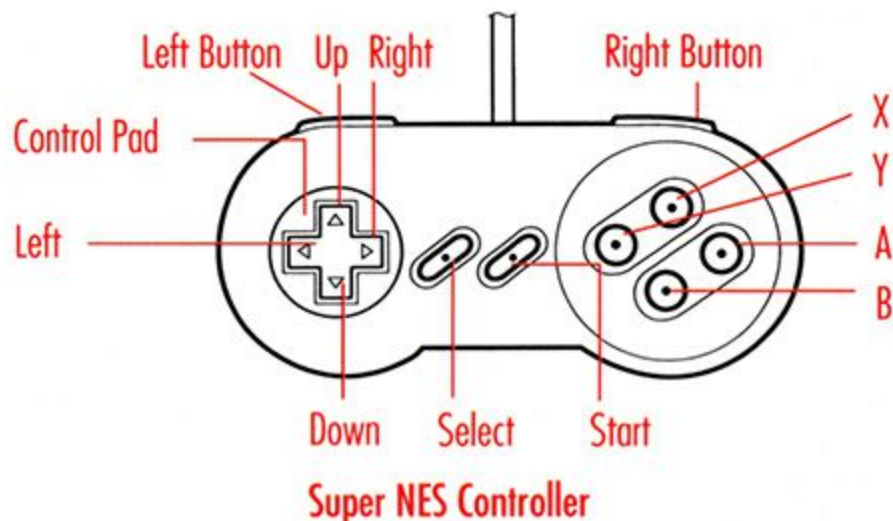
# TABLE OF CONTENTS

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





## CONTROL SUMMARY



### MOVING

Run left or right

Turbo run

Crouch

Jump/Get off Ladder

Slam jump

Super-slam

Jump & Grab Pulley

Climb Ladder

Flip

Operate Button/Switch

**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

**A**

**SELECT**

Pause Game

**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



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.





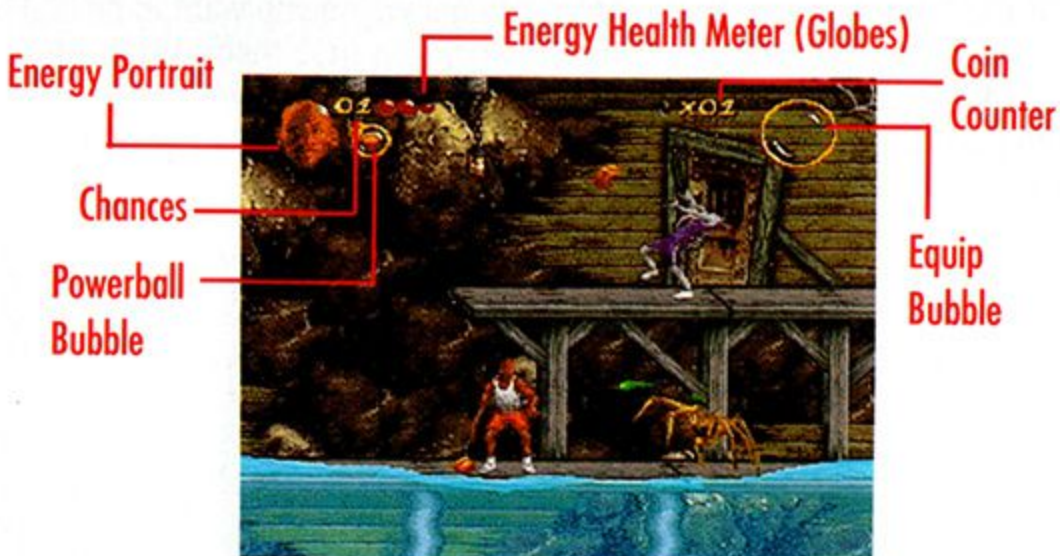


## ENERGY



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.

Pulley





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.



## MAPS

### Main Map



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.



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