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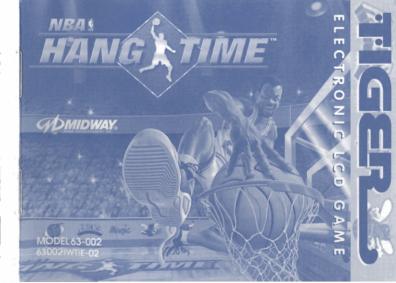
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PRINTED IN CHINA



"HANG WITH THE BEST"

It's time to hang with the NBA elite in a cliffhanger of a two-on-two full court basketball tournament. You control one of your players and the computer controls your other player as well as the two players from the other team.

You slam, you jam, you hang with the best. But like the best NBA teams, you must excel on both ends of the court — so work on your all-around game! Hone your defensive skills for better rebounding and for stealing the ball.

Can you build a dynasty like the Chicago Bulls? Will you be rugged up front like the Utah Jazz? Perhaps you'll burn teams with pure speed like the Miami Heat? Maybe you'll pride yourself on your all-around game like the Seattle Supersonics!

But can you sustain your firepower throughout an entire schedule?

The best pro players talk about filling the lanes and proper spacing on both offense and defense and you must do the same! Use your directional buttons to get into good shooting and rebounding position on offense and for good rebounding position and good position to deny the opposition good shots and to steal the ball when you are on defense!

May the best player - and the best team - WIN!



"THE HANGTIME CHALLENGE"

You play with all 29 teams. There is a label pasted at the back of the game's case. The numbers and conference (EAST, WEST) on screen correspond with the numbers and conference on this label.

Please note that the Utah Jazz and the Vancouver Grizzlies share the final (13th) spot in the WEST and that the Toronto Raptors and the Washington Wizards share the final spot (14th) in the EAST.

WEST

- GOLDEN STATE WARRIORS
- L.A. CLIPPERS L.A. LAKERS
- 4. PHOENIX SUNS
- 5. PORTLAND TRAILBLAZERS
- . SEATTLE SUPERSONICS
- SACRAMENTO KINGS
 DALLAS MAVERICKS
- 9. DENVER NUGGETS
- 10. HOUSTON ROCKETS
 11. MINNESOTA TIMBERWOLVES
- 12. SAN ANTONIO SPURS
- 13. UTAH JAZZ
- 13. VANCOUVER GRIZZLIES

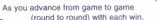
EAST

- 1. ATLANTA HAWKS
- CHARLOTTE HORNETS
 CHICAGO BULLS
- 4. CLEVELAND CAVALIERS
- 5. DETROIT PISTONS
- 6. INDIANA PACERS
- 7. MILWAUKEE BUCKS 8. BOSTON CELTICS
- 9. MIAMI HEAT
- 10. NEW JERSEY NETS 11. NEW YORK KNICKS
- 12. ORLANDO MAGIC
- 13. PHILADELPHIA 76'ERS
- 14. TORONTO RAPTORS

14. WASHINGTON WIZARDS

You begin your first round at the lowest rank (RANK 27). Remember, like any other NBA rookie, you've got to earn your place!

When you choose a team for round 1, that remains your team until you lose a round. Once you lose a round (GAME OVER), then you can select another team.

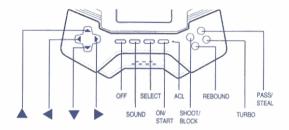


the level of play increases, making your challenge to advance harder and harder!

If you can advance all the way through the schedule, beating each team you play, and then win on RANK 1, you become WORLD CHAMPION!



"IT'S THE BEST TIME OF THE DAY: HANG TIME!"



ON / START - to turn on the unit.

- to start each round.
- to start each quarter.
- to start each overtime (when necessary).

SELECT

 to select your NBA team (See table listing all teams by conference. Wizards and Raptors share a team number as do Grizzlies and Jazz.)



SOUND

- to control sound: on or off.

OFF

- to turn off the unit.

- to move downcourt.

TURBO

(both offense and defense)

- to move upcourt.
 - to move left.

 - to move right.

SHOOT/BLOCK — to shoot the ball on offense.

- to attempt a block on defense.
- PASS/STEAL - to pass the ball on offense.
- to attempt a steal on defense.
- REBOUND to have a better chance of grabbing a rebound.
- (both offense and defense
 - to run faster than normal (in order to blow by a defender on offense or step around a pick and block a shot on defense). Remember, you have only a limited amount of turbo as indicated by your energy meter!









HANGTIME DUNK PRESS "TURBO + SHOOT" TO DUNK.



HANGTIME SUPER-PASS PRESS "TURBO" + "PASS" TO MAKE A SUPER PASS.









HANGTIME SUPER-BLOCK PRESS "TURBO" + "BLOCK" TO ATTEMPT A SUPER-BLOCK .





HANGTIME SUPER-STEAL PRESS TURBO" + "STEAL" TO ATTEMPT A SUPER-STEAL.



Press the ON/START button to turn on the unit. You will hear an "ON" beep and the highest RANK achieved is displayed.

You have two options whenever you are ready to play a game:

Option 1: To start at the beginning. Press the SELECT button to select a team. Then press the ON/START button to begin play. With this option, you "start over from the beginning" every time you play—beginning at the lowest RANK (27).

Option 2: To use the SAVE feature. Immediately press the ON/START button a second time (without pressing the SELECT button). This allows you to resume play

where you left off the last time you played — with the RANK, QUARTER, SCORE, and TEAM exactly the same as when you last turned off the game.

As each game (round) begins, the computer displays your opponent team as well as your own rank.

This is two-on-two basketball like it was meant to be played. You control one of your players and the computer controls your other player. The computer also controls the other team's two players. The computer also decides the order in which you will play each team.

Each game consists of four 2:00 minute quarters. The game begins with a jump at center court (done automatically). After that, possession of the ball at the beginning of the second and fourth quarters goes to the home team (team two), and to the visiting team (team one) starting the third quarter, regardless of who wins the initial tip or who possesses the ball when the previous quarter ended.



A LONG DISTANCE BOMB! 3 POINTS!

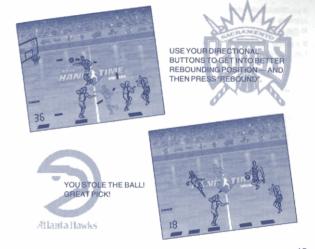




There is a shot clock. If you don't take a shot within 24 seconds, possession of the

ball goes over to the other team.

After a shot, once the ball touches the rim, it can be grabbed by any player, either offensive or defensive. Increase your chances of getting the rebound by using your directional buttons to get into position for the rebound and then by pressing the



REBOUND button.

If you block a shot that's falling directly into the hoop, it's goaltending, and FOUL appears on screen. When you commit a foul, possession of the ball goes back

If a player scores three baskets in a row, he's "ON FIRE"! During this time, he has unlimited turbo, and a much better chance to making shots from anywhere on the floor! Only one player can be on fire at a time. Being "on fire" lasts until the next opposing basket goes in (or a quarter ends). So a teammate can score without disrupting the fire. Even if the opposing team cannot score, your fire will

eventually go out by itself. The ball glows when the player on fire holds it and smokes when he



The game pauses at the completion of each quarter. Press the ON/START button to begin the new quarter.

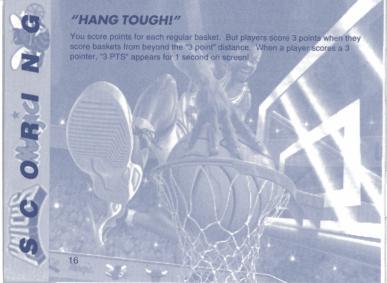
When the games end in a tie, 2:00 MINUTE OVERTIME PERIODS are played until one team wins.

Whenever you win a game, you move up in rank and your new rank is displayed. After you lose a game, remember that you have two options - to start over from the beginning at rank 27 or to continue play where you left off. (See page 10 of this instruction.)

The default team (if you haven't selected a team) is EAS







INSERTING THE BATTERIES

Remove the screw in the battery compartment door located on the back of the unit. Insert two "AAA" batteries, LR03 or equivalent (not included), making sure to align "+" and "-" as shown. Close battery compartment and replace screw.



TO ENSURE PROPER FUNCTION:

- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
 - BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
 - NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE
- BEING CHARGED (IF REMOVABLE).
 RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED
- ARE TO BE USED.

 BATTERIES ARE TO BE INSERTED WITH
- THE CORRECT POL ARITY.

 EXHAUSTED BATTERIES ARE TO BE
- REMOVED FROM THE TOY.

 THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.

ACL BUTTON: After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.





CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER

980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to helo.

90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger. Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$10.00. Payments must be by check or money order payable to Tiger Electronics. Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept. 980 Woodlands Parkway

Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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