

good carton with plenty of newspaper, filling all around and tie it securely.

2) Carefully print on the box or carton the following name and address

TIGER ELECTRONIC TOYS,  
REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, USA.

Also, don't forget to show your return address.

3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

#### NBA JAM™

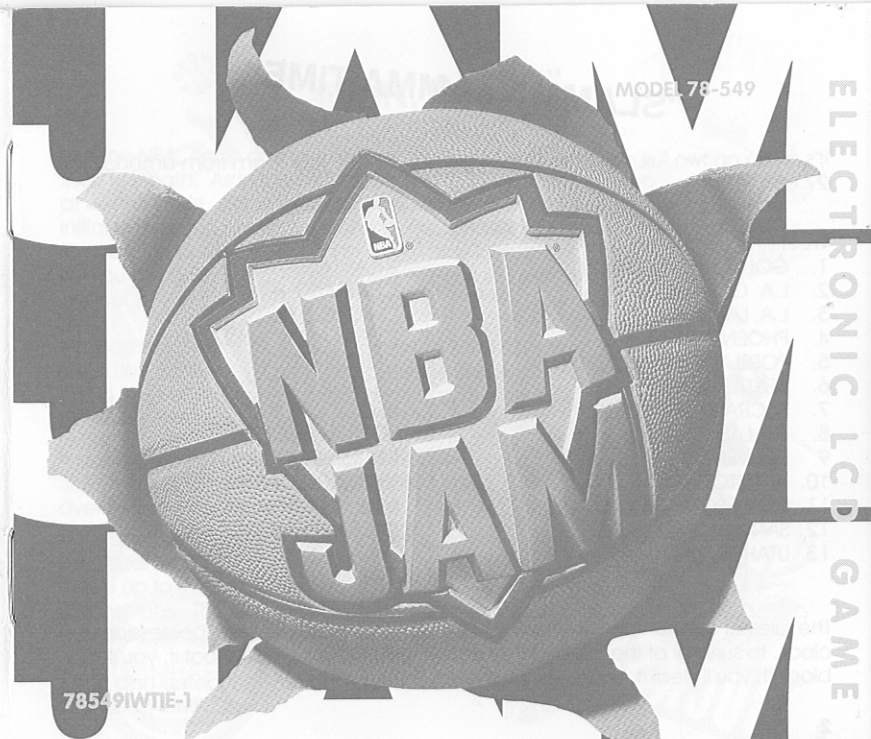
THE NBA AND NBA TEAM TRADEMARKS USED HEREIN ARE USED UNDER LICENSE FROM NBA PROPERTIES, INC. TO MIDWAY MANUFACTURING COMPANY COIN-OPERATED VIDEO GAME SOFTWARE© 1993 SUB LICENSED FROM MIDWAY® MANUFACTURING COMPANY ALL RIGHTS RESERVED.

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THE NBA AND INDIVIDUAL NBA MEMBER TEAM IDENTIFICATIONS REPRODUCED ON OR IN THIS PRODUCT ARE TRADEMARKS AND COPYRIGHTED DESIGNS THAT ARE THE EXCLUSIVE PROPERTY OF NBA PROPERTIES, INC. AND THE RESPECTIVE MEMBER TEAMS AND MAY NOT BE USED WITHOUT THE WRITTEN CONSENT OF NBA PROPERTIES, INC.

In your notebook, TIGER ELECTRONICS, INC.  
tell us briefly what is incorrect, the date of  
purchase and price paid. We will

MODEL 78-549



78549IWTE-1

**“SLAMMA JAMMA TIME”**

It's a two on two full court basketball game. Select your team from among all 27 NBA teams:

**WEST**

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

**EAST**

1. ATLANTA HAWKS
2. CHARLOTTE HORNETS
3. 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 76ERS
14. WASHINGTON BULLETS

The rules of the NBA apply—from 3 point shots, to the 24 second possession clock, to survival of the fittest! You'll slam it, you'll jam it, you'll shoot it, you'll block it, you'll steal it, you'll rebound it, you'll LOVE it!!!

**“WIN, BABY!”**

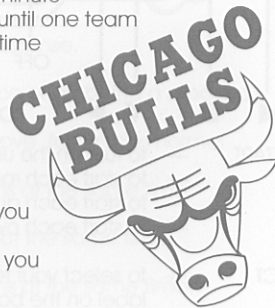
Like the NBA, each game is four quarters. Each quarter is 2:00 in length. As in the NBA, each game begins with a jump at center court. Each team has an equal chance for this initial possession. Then the ball is automatically awarded to your computer opposition to begin play in quarters 2 and 4. You are automatically awarded the ball to begin play in quarter 3.

If a game is tied after regulation play, a 2:00 minute OVERTIME is played. Overtimes are repeated until one team has a lead at the end of overtime! Each overtime begins with a jump at center court.

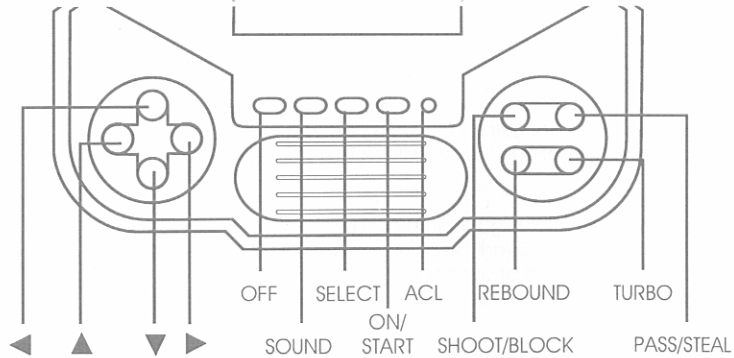
If a team doesn't shoot the ball within 24 SECONDS, possession is automatically turned over to the other team.

You play the first round (your first game) at the lowest rank (27). Each time you win a game, you move up to the next round of play at the next highest rank. The competition gets tougher as you advance from round to round!

If you can defeat all 26 other teams, you are the new WORLD CHAMPION!



"HE'S ON FIRE!"



- 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 team from among all 27 NBA teams (see the label on the back of the game case).
- SOUND — to control sound: on or off.

- OFF — to turn off the unit.
- ◀ — to move downcourt.
- ▶ — to move upcourt.
- ◀ — to move left.
- ▶ — to move right.
- SHOOT/BLOCK — to shoot a jump shot 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.
- TURBO (both offense and defense) — to move faster than normal
- to dunk Press SHOOT + TURBO buttons at the same time.
- to super-pass Press PASS + TURBO buttons at the same time.
- to super-block Press BLOCK + TURBO buttons at the same time.
- to steal Press STEAL + TURBO buttons at the same time.



**SPECIAL TURBO NOTE:** You only have a limited amount of TURBO. The amount of TURBO you have is indicated by your ENERGY METER. Full TURBO allows you to shoot a very special slam dunk!



**SPECIAL "SAVE GAME" NOTE:**

After you turn on your unit, you have two options:

- 1) starting over at RANK 27
- 2) resuming play from the last time you played! ("save game" mode)

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

Player then has two options:

--STARTING AT THE BEGINNING (option 1)

Press the SELECT button to select a team. Then press the ON/START button to begin play. With this option, you "start over fresh" every time you play--beginning at the lowest RANK (27) and trying to work your way up!



--"SAVE GAME" FEATURE (option 2)

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!

WEST	
1. WARRIORS	8. MAVERICKS
2. CLIPPERS	9. NUGGETS
3. LAKERS	10. ROCKETS
4. SUNS	11. TIMBERWOLVES
5. TRAIL BLAZERS	12. SPURS
6. SUPERSONICS	13. JAZZ
7. KINGS	
EAST	
1. HAWKS	8. CELTICS
2. HORNETS	9. HEAT
3. BULLS	10. NETS
4. CAVALIERS	11. KNICKS
5. PISTONS	12. MAGIC
6. PACERS	13. 76ERS
7. BUCKS	14. BULLETS



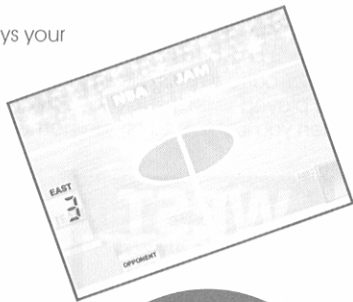
AS LONG AS YOU KEEP WINNING, YOU KEEP THE SAME TEAM!



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.

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

WHEN YOU START PLAY, THE COMPUTER WILL DISPLAY THE TEAM YOU WILL FACE!

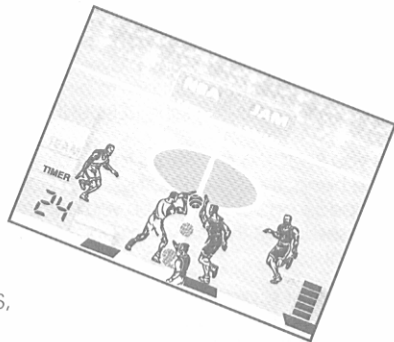


# CAVS

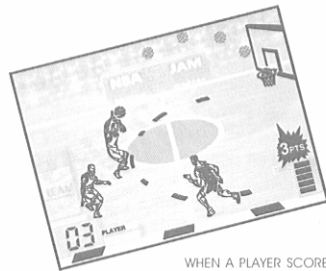
# Atlanta Hawks

Each round begins with a center jump!

EACH GAME BEGINS WITH A JUMP AT CENTER COURT. CENTER JUMPS ARE DONE AUTOMATICALLY BY THE COMPUTER.



Use your directional buttons to move upcourt, downcourt, left and right. Use the other buttons to SHOOT, BLOCK, PASS, STEAL, REBOUND, and for TURBO power!



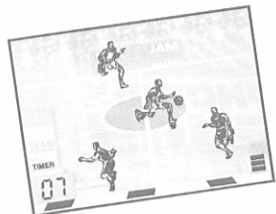
WHEN A PLAYER SCORES A BASKET FROM BEYOND THE 3 POINTER DISTANCE, "3 PTS" APPEARS ON SCREEN!

# PHOENIX SUNS

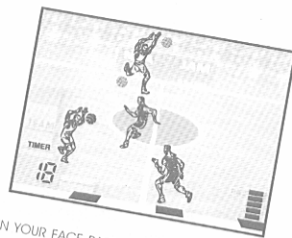
During play, when a ball touches the rim, it can be grabbed by any player. Be sure to use your directional buttons to get into position before trying to press the REBOUND button.

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 to the other team!

If a player scores THREE BASKETS IN A ROW, he is "ON FIRE"! During this time, he has a much better chance of making shots from anywhere on the floor! Only one player can be on fire at a time. A Player is "on fire" until the next opposing basket is scored or until a quarter ends. So your teammate can score without it disrupting your fire!



HOLD THE TURBO BUTTON TO MOVE FASTER!

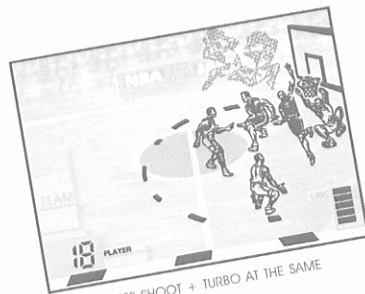


IN YOUR FACE PASSING AND SHOOTING!



Even if an opposing team cannot score, the fire goes out eventually by itself. The ball glows when the player who is on fire holds the basketball and it smokes when he shoots it!

Press the TURBO and SHOOT button together to make a dunk shot! If TURBO (your energy meter) is not full, then it's a regular dunk. But if you attempt a dunk with full TURBO (with your energy meter full), you will see a super dunk shot!



PRESS SHOOT + TURBO AT THE SAME TIME TO DUNK!

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

Whenever you WIN a game, your new RANK is displayed.

After you lose a game, use the SELECT button to choose a new team and then press the ON/START button to begin a new game.

After a GAME OVER, you start over again at RANK 27.

If after a GAME OVER, you press the ON/START button without selecting a new team, you will play with the default team, EAST 1.



## Points

"BOOM SHAKA-LAKA!"

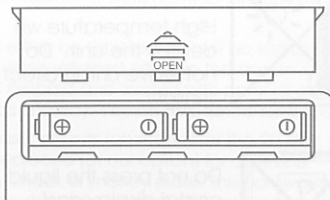
Players score 2 points for each basket. But players score 3 points when they score baskets from beyond the "3 pointer" distance!

**NBA  
JAM**

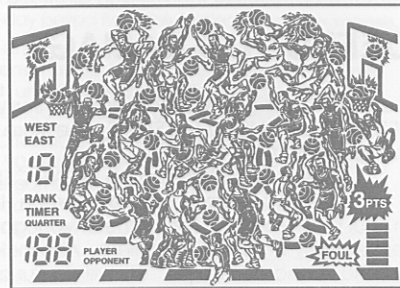
## Inserting the batteries

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

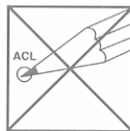


After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram below.



**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 is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

**90 - DAY LIMITED WARRANTY**

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make arrangements described below:

1) Pack the game carefully in the original box. If the