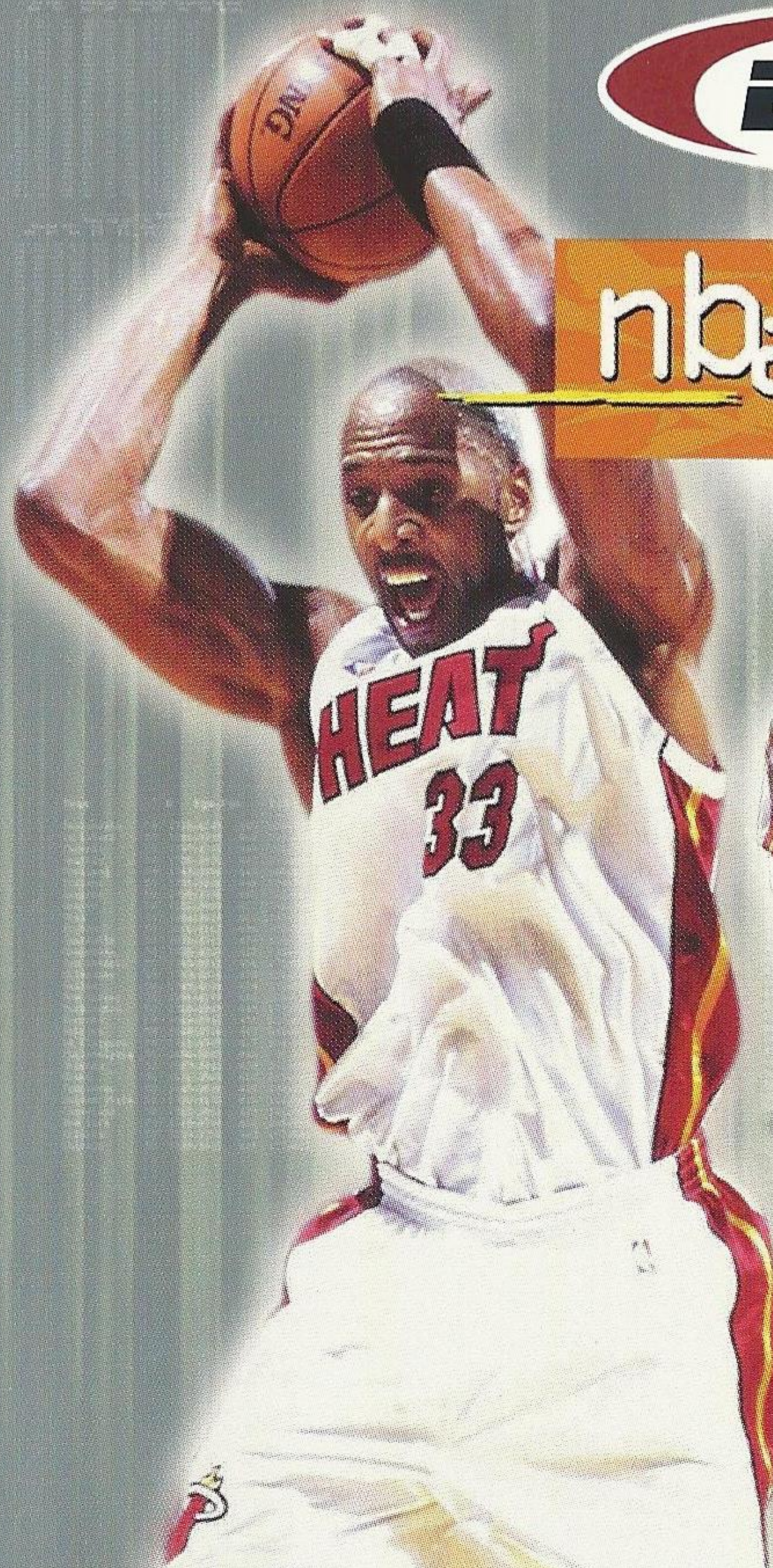
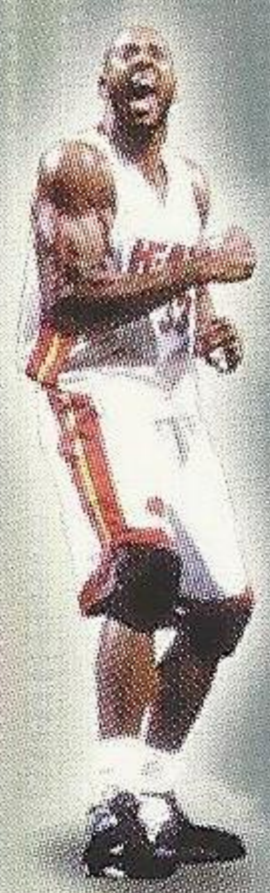


Dreamcast™



nba

night



HEAT
33



T-9503N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

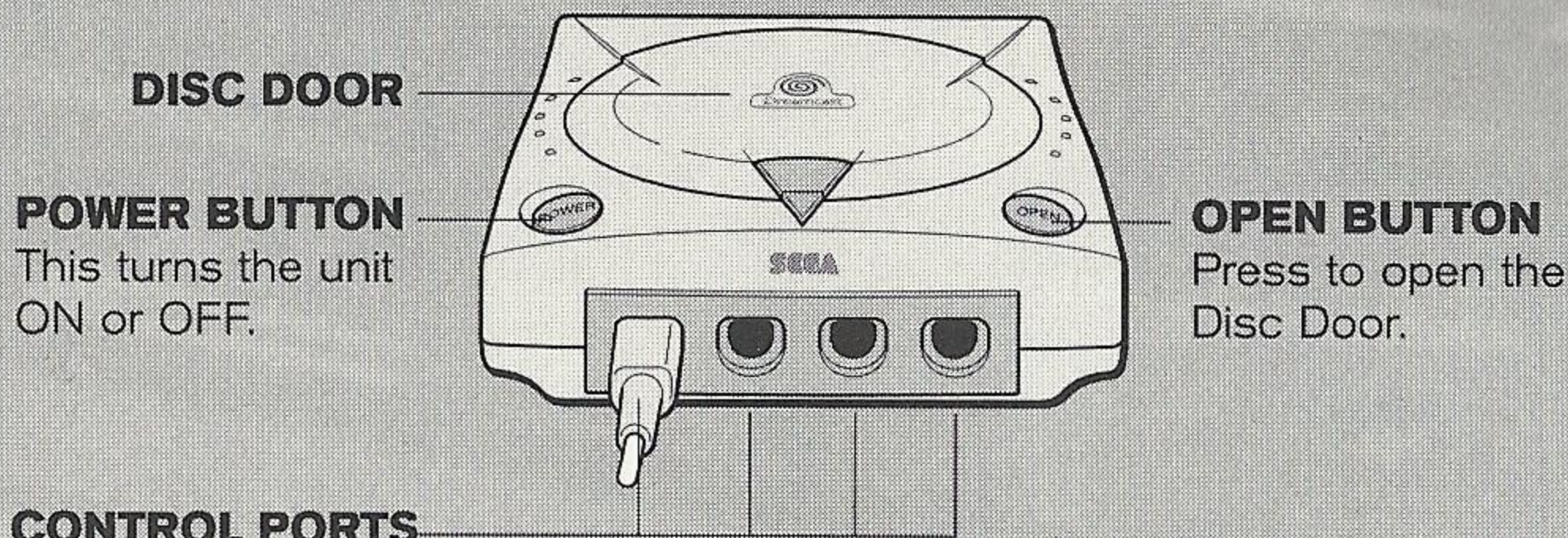
CONTENTS

Thank you very much for purchasing
ESPN the Games™ NBA 2NIGHT.

In order to more fully enjoy your game playing experience, we recommend that you thoroughly read this manual before playing.

This game is fictional. Any similarity between current organizations, groups, countries or individuals is purely coincidental.

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CONTROL PORTS

Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. For **ESPN the Games™ NBA 2NIGHT**, use each port to connect controllers for players 1-4 respectively.

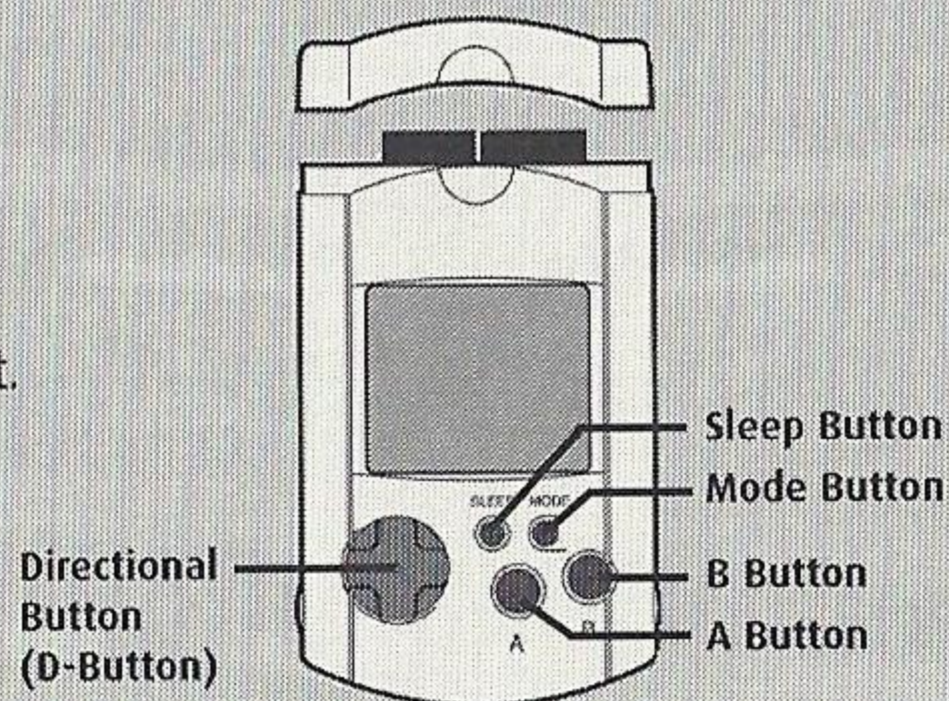
ESPN the Games™ NBA 2NIGHT is a 1-to-4 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast Controller(s) or other peripheral equipment into the control ports.

Never touch the Analog Thumb Pad or Left/Right Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Left/Right Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

VISUAL MEMORY UNIT (VMU)

To save game settings and results and to continue play on previously saved games, insert a Visual Memory Unit (VMU) into an expansion slot of the controller BEFORE turning on the Sega Dreamcast. This game requires 43 blocks to save game data.

Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.



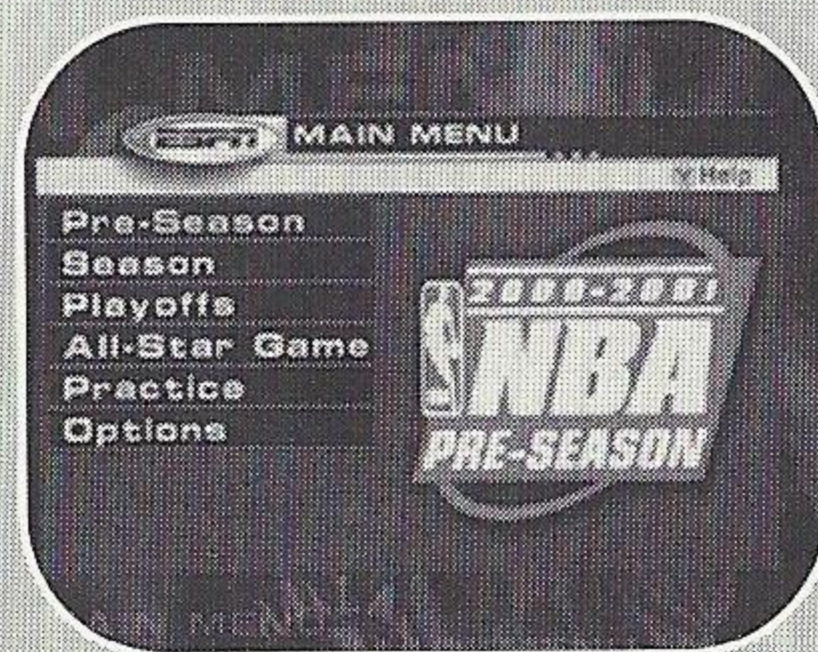
SAVING GAME DATA

Game data, including Season and Playoffs, is saved automatically by the VMU when you exit the mode.

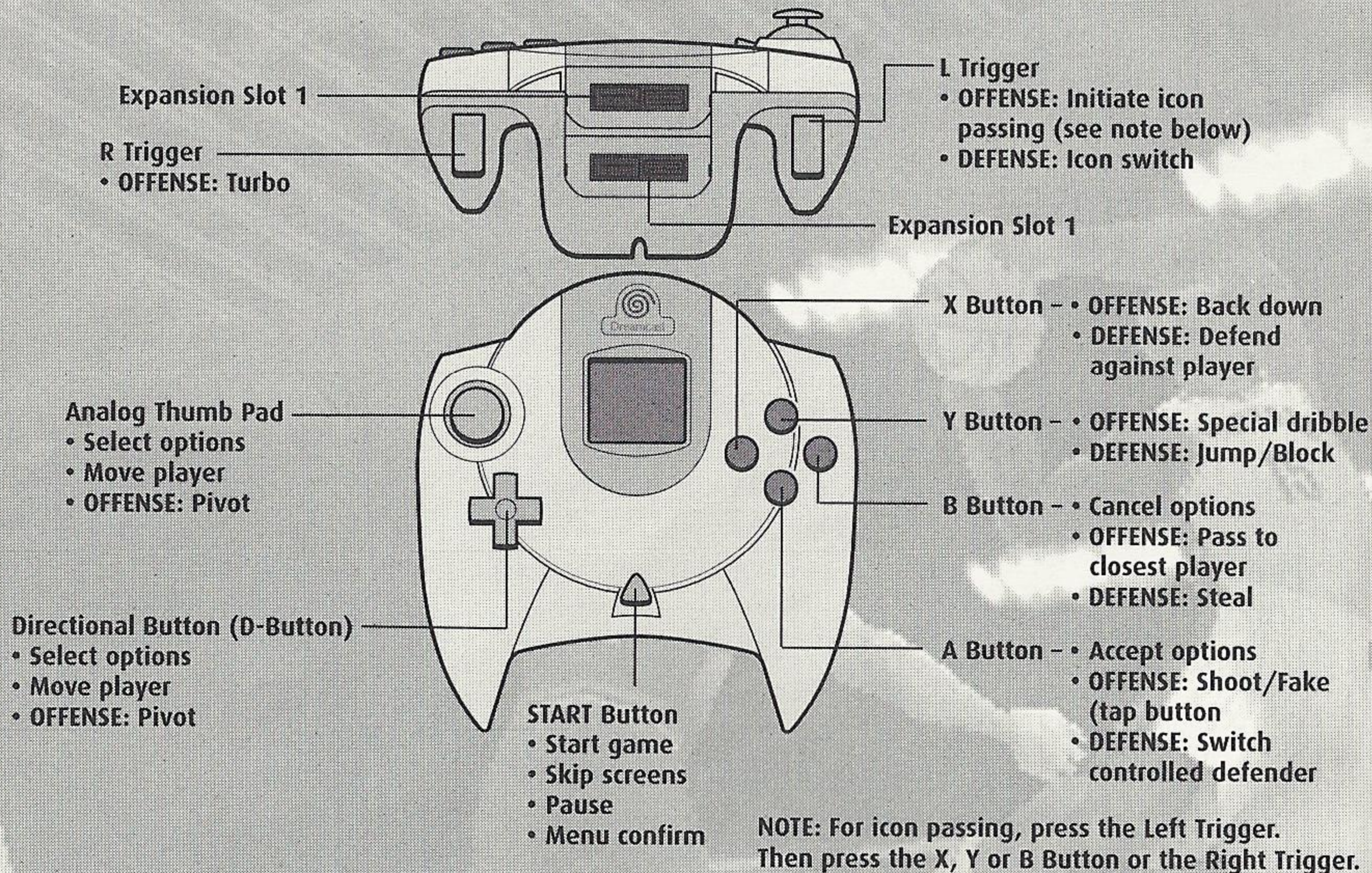
LOADING GAME DATA

You can load saved Season and Playoff game data:

1. Press the Start Button at the Title Screen to display the Main Menu.
2. Select "Season" or "Playoffs." (Press the Directional Button \uparrow/\downarrow to highlight your selection, and press the A Button to confirm.
3. Select "Continue Season" or "Continue Playoff" and press the A Button.



SEGA DREAMCAST CONTROLLER



- **ESPN the Games™ NBA 2NIGHT** is a 1-to-4 player game.
- Before turning the Sega Dreamcast power ON, connect the controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the Title Screen at any time during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software.

USING THE CONTROLLERS

- Up to four players can play on any team.
- Each controller icon carries a letter designation depending on which port it is plugged into on your Sega Dreamcast. This icon is displayed on the Team Select Screen.
- Go to the Team Select Screen to decide which team you want to play for before a game. Press the Directional Button/Analog Thumb Pad \leftarrow/\rightarrow to position your controller icon under the team you want to play for.
- If you want the Sega Dreamcast to play the game for you, leave the controller icon at the center of the screen.

To take over play from the Sega Dreamcast or to switch teams during a game:

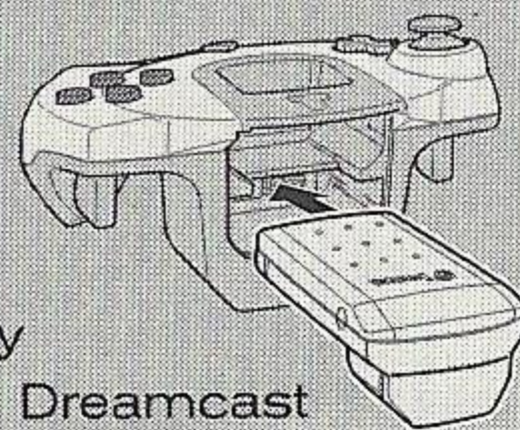
1. Press the Start Button to pause the game. Press \downarrow to select "Teams" and press the A Button.
2. Press \leftarrow/\rightarrow to select the team you want to play for. Press the A Button and then press the Start Button to resume the game.

SEGA DREAMCAST JUMP PACK™

ESPN the Games™ NBA 2NIGHT supports the Jump Pack vibration peripheral. When inserted into the Expansion Slot of a Sega Dreamcast Controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience.

To return to the Title Screen at any time during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software.

When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.



MAIN MENU

Press the Start Button at the Title Screen. On the Main Menu, press the Directional Button \uparrow/\downarrow to highlight your selection and press the A Button to accept. (If you're loading a previously saved game, see page 3.)

PRE-SEASON

Play a single game to size up the opposition.

SEASON

Choose your favorite team and try to take it all the way to the Playoffs.

PLAYOFFS

Create a custom championship and play or simulate the outcome.

ALL-STAR GAME

Play with the best players from the Eastern and Western Conference.

PRACTICE

Practice with any of the NBA teams.

OPTIONS

Adjust various game settings. See page 7.

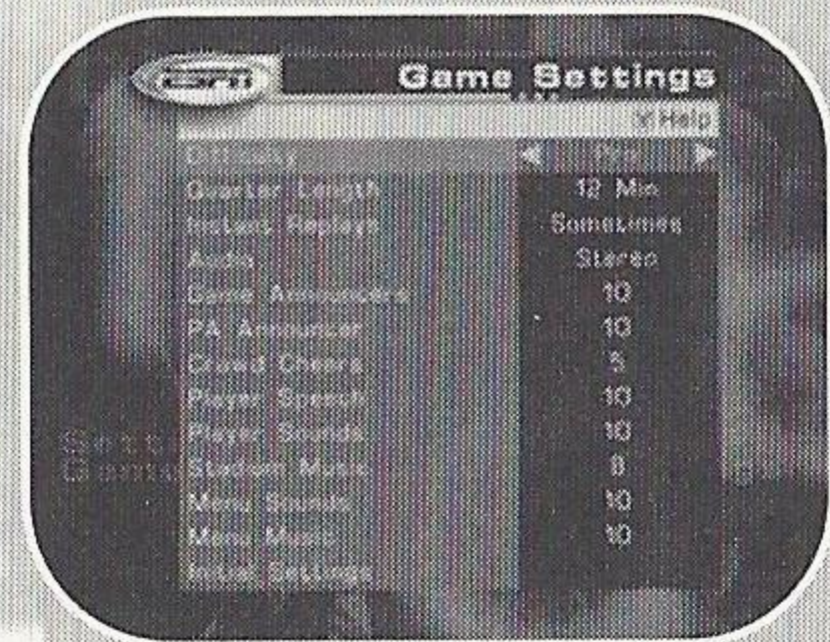


OPTIONS MENU

GAME SETTINGS

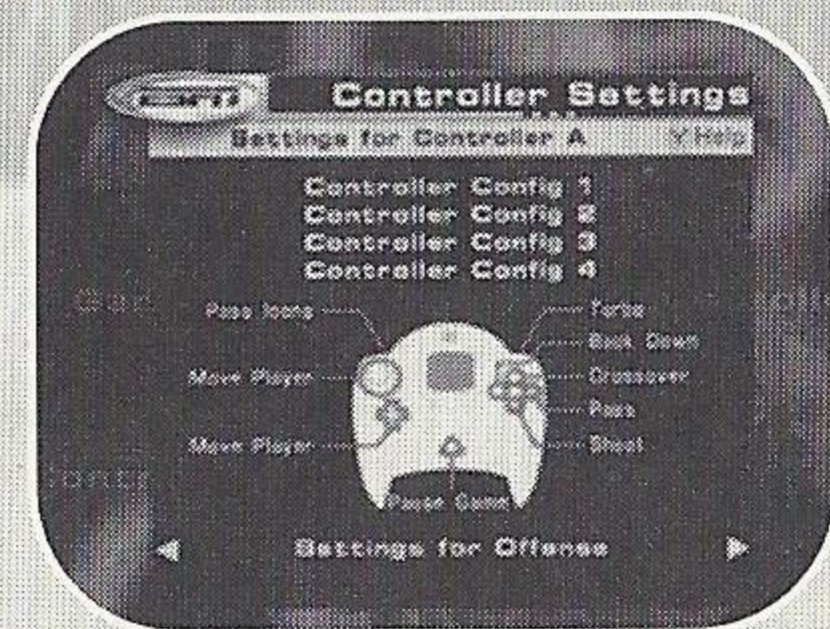
Change game settings by pressing the Directional Button/Analog Thumb Pad \leftarrow/\rightarrow .

- **DIFFICULTY:** Set to Rookie, Pro or All-Star.
- **QUARTER LENGTH:** Choose 1, 3, 4, 8 or 12 minute quarters.
- **OFFENSIVE SWITCHING** – Set to Manual or Automatic.
- **INSTANT REPLAYS** – Never, Always, Sometimes. When set to Sometimes, only major plays trigger a replay.
- **AUDIO** – Set to Stereo or Mono depending on your television or monitor configuration.
- Set the following volume levels between 1 and 10:
Game, Announcers, PA Announcers, Crowd Cheers, Player Speech, Player Sounds, Stadium Music, Menu Sounds and Menu Music.
- **INITIAL SETTINGS** – Restore the original settings.



CONTROLLER SETTINGS.

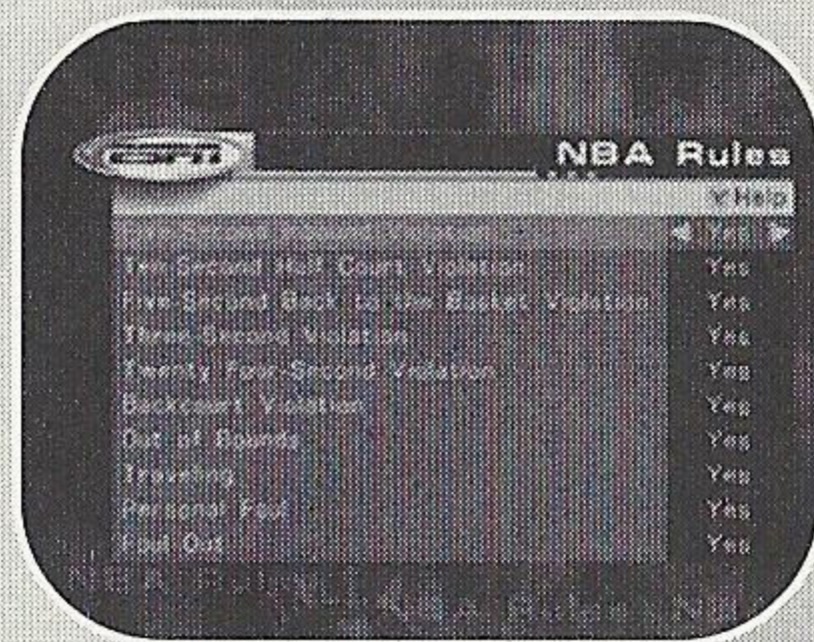
1. Select the controller whose setting you want to change and press the A Button.
2. Press \uparrow/\downarrow to select one of four controller configurations and press the A Button to close the screen. Press \leftarrow/\rightarrow to view controller settings for offense, defense and offense without the ball.



NBA RULES

Adjust the NBA rules listed below by pressing the Directional Button/Analog Thumb Pad \leftarrow/\rightarrow to toggle "Yes" or "No" next to the rule. Setting these options to "No" is good when you are new to the game and want to practice moving the players and shooting baskets.

- FIVE SECOND INBOUND VIOLATION
- TEN SECOND HALF COURT VIOLATION
- FIVE SECOND BACK TO THE BASKET VIOLATION
- THREE SECOND VIOLATION
- TWENTY-FOUR SECOND CLOCK VIOLATION
- BACKCOURT VIOLATION
- OUT OF BOUNDS
- TRAVELING
- PERSONAL FOUL
- FOUL OUT

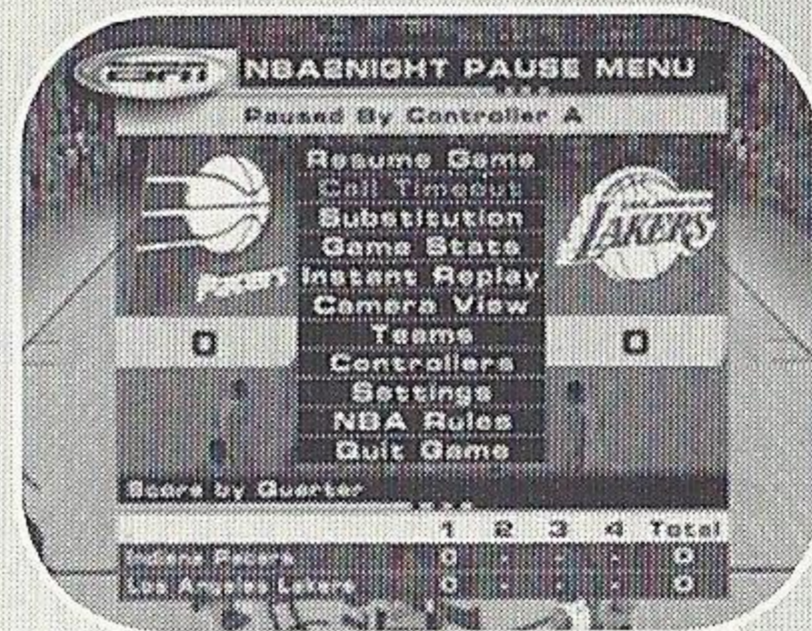


NBA 2 NIGHT CREDITS

View the names of the team who brought you **ESPN the Games™ NBA 2NIGHT.**

PAUSE GAME MENU

- RESUME GAME – Select this and press the A, B or Start Button to resume gameplay.
- CALL TIMEOUT – Call time out when on offense.
- SUBSTITUTIONS – Select subs who come in at the next dead ball call. See “Sending in Subs” on page 24.
- GAME STATS – Track each team’s stats for the game.
- INSTANT REPLAY – View the last play.
- CAMERA VIEW – Position the camera for gameplay. Press the Directional Button/Analog Thumb Pad \uparrow/\downarrow to preview the camera angle:
 - FULL COURT TRANSITION: The camera rotates to the offensive end of the court.
 - FULL COURT NO TRANSITION: The camera stays on one end of the court.
 - HALF COURT: This is a camera position at half court opposite the announcer’s table. The camera pans and zooms to follow the action.
 - SIDE COURT HIGH: This camera tracks game action from above, at a position higher than the Half Court camera.
 - SIDE COURT LOW: This camera tracks game action from the side, at a position between Half Court and Side Court High.



- TEAMS – Switch the team you are playing for in mid-game or join an ongoing CPU vs. CPU game.
- CONTROLLERS – Access the controller settings screen to view the current configuration or to change the settings during a game. (See page 7.)
- SETTINGS – Access the game settings screen to make changes during a game. Note that Quarter Length cannot be reset during gameplay. (See page 7.)
- NBA RULES – Access the NBA Rules settings to make adjustments during play. (See page 8.)
- QUIT GAME – Exit the current game.

STARTING A GAME

Pre-Season and Practice games are the best modes for a quick game. On the Main Menu, use the Directional Button/Analog Thumb Pad to select the game mode you want and press the A Button.

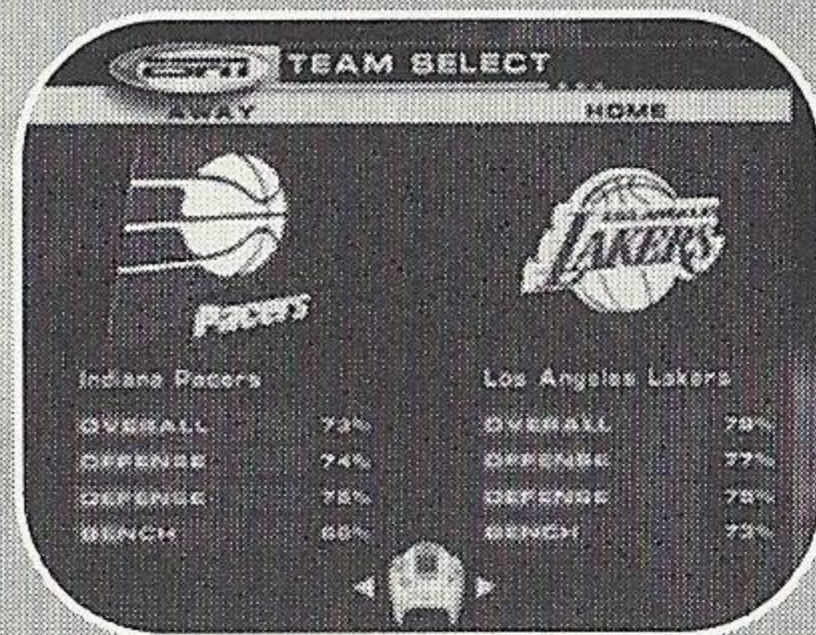
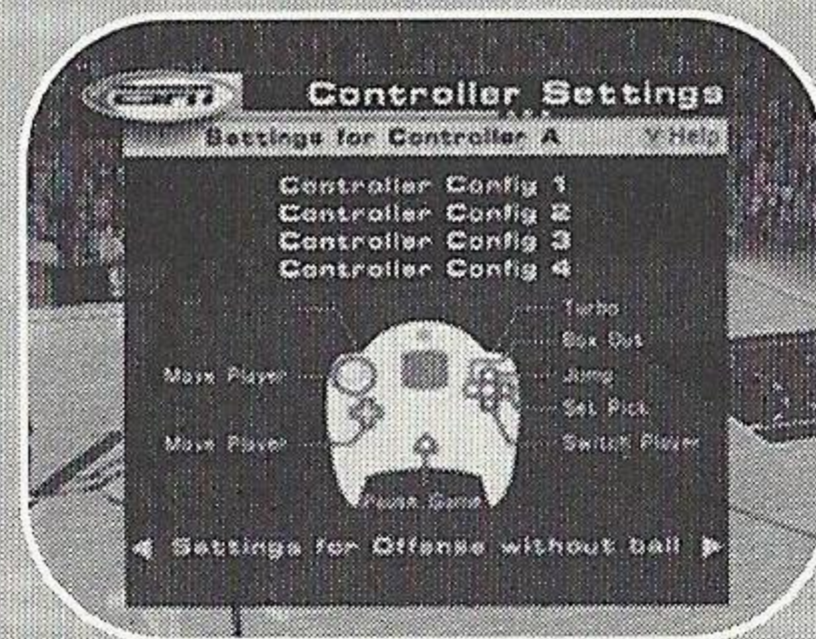
TEAM SELECTION

ASSIGNING THE CONTROLLER

Press \leftarrow/\rightarrow to position your controller icon under the side you want to play for. In multiplayer games, up to four players can play for the same team. If you want to watch a game without actually playing, leave the controller neutral (do not move the icon to either side of the screen).

SELECTING YOUR TEAM

Decide to play as the Home or Away team by pressing \leftarrow/\rightarrow . Press \uparrow/\downarrow to select the team you want to play for. To select which team to play against, press \leftarrow/\rightarrow . When you are done, move the controller icon under the team you selected to play for and press the Start Button. Select "Yes" when prompted to start the game and press the A Button.



THE TIP OFF

When the ref makes the toss, press the Y Button to jump for the ball. The quickest jumper wins this contest.

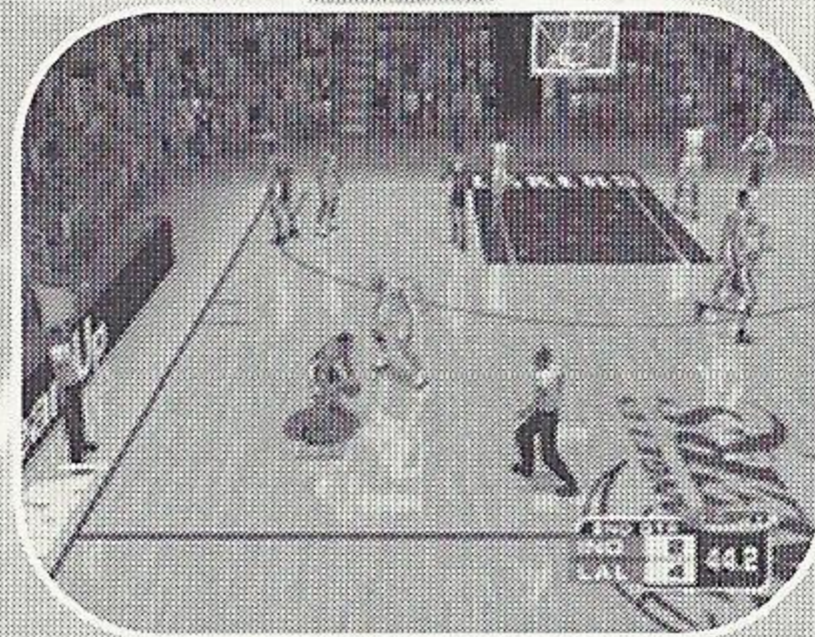
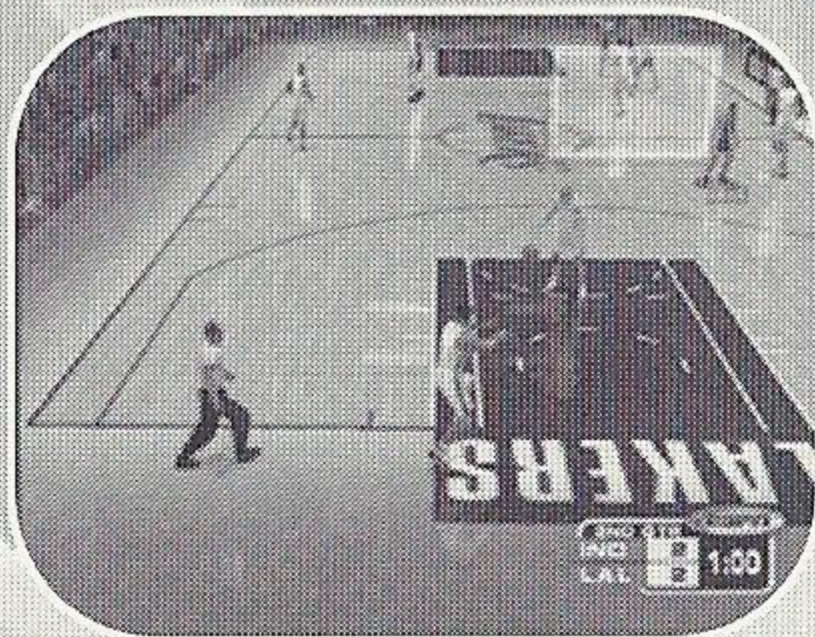
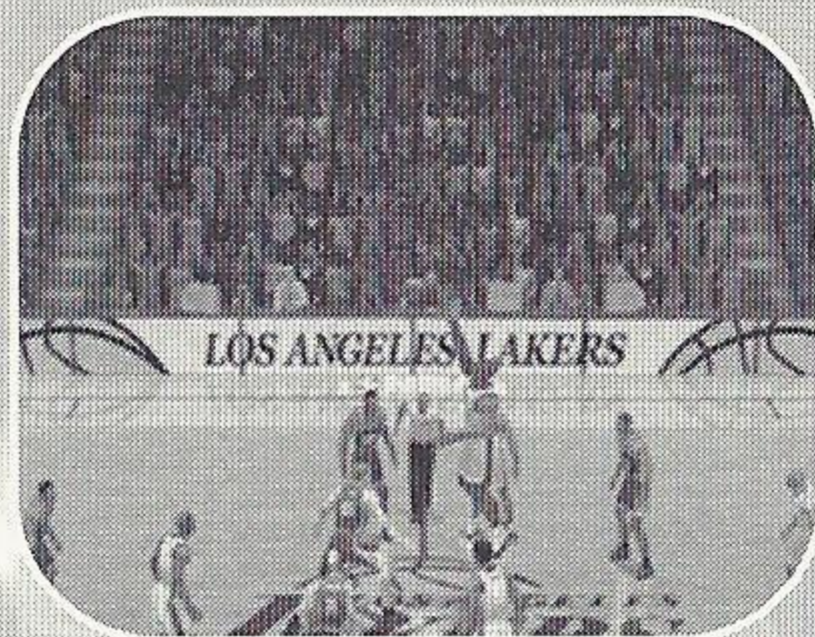
OFFENSIVE PLAY

PASSING

- Press the B Button to pass the ball to the closest player.
- To pass to a specific player, press the Directional Button/Analog Thumb Pad in the direction of the player you want before pressing the B Button.
- Use Icon Passing to pass to a specific player. Press the Left Trigger to display button assignments over your teammates' heads. Then press the B, X or Y Button or the Right Trigger to designate your receiver and pass the ball.

DRIBBLING

- Your ball handler will dribble the ball automatically until you stop and tap the A Button (to fake a defender). Then he will pivot when you move the Directional Button/Analog Thumb Pad to avoid a traveling call.
- Press the X Button to turn your back to the defender while dribbling.
- Press the Y Button to perform a special dribble (cross-over or spin).

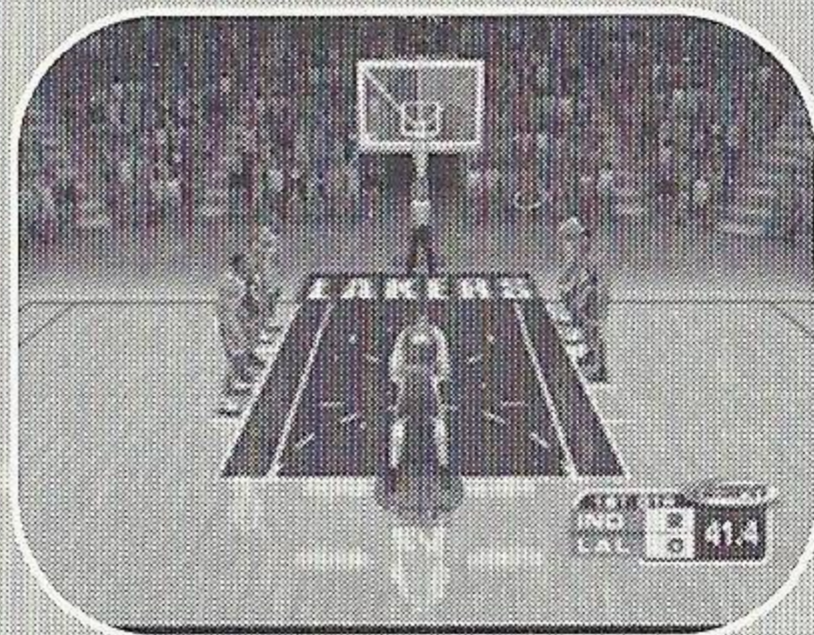
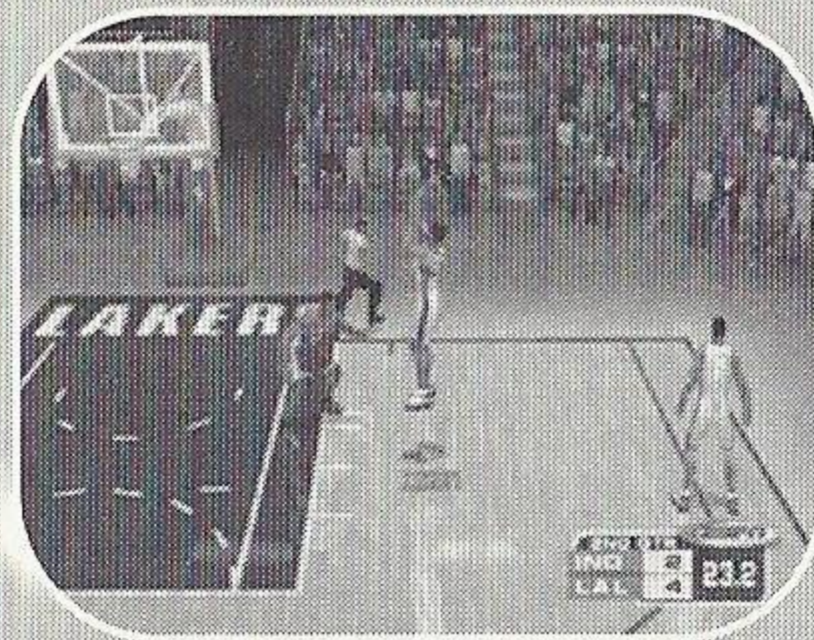


SHOOTING

Press and hold the A Button to begin shooting the ball. Release the A Button at the apex of the player's jump to release the ball. Depending on your shooter's position relative to other players and the basket, he will make a certain kind of shot. If he is a distance from the basket he will do a jump shot. Under the basket he will go into a lay-up or slam.

FREE THROWS

When a player prepares for a free throw, the backboard divides into four even quarter sections that flash red in sequential order, and an additional section above the rim that flashes green. The flashing speed varies depending on the player's free throw rating (the lower the rating, the faster the sections flash). To sink a free throw, press the A Button when the green section flashes.



DEFENSIVE PLAY

Switch your controlled man to the one closest to the ball handler by pressing the A Button. A circle will appear under a controlled man. The color of the circle corresponds to the controller port.

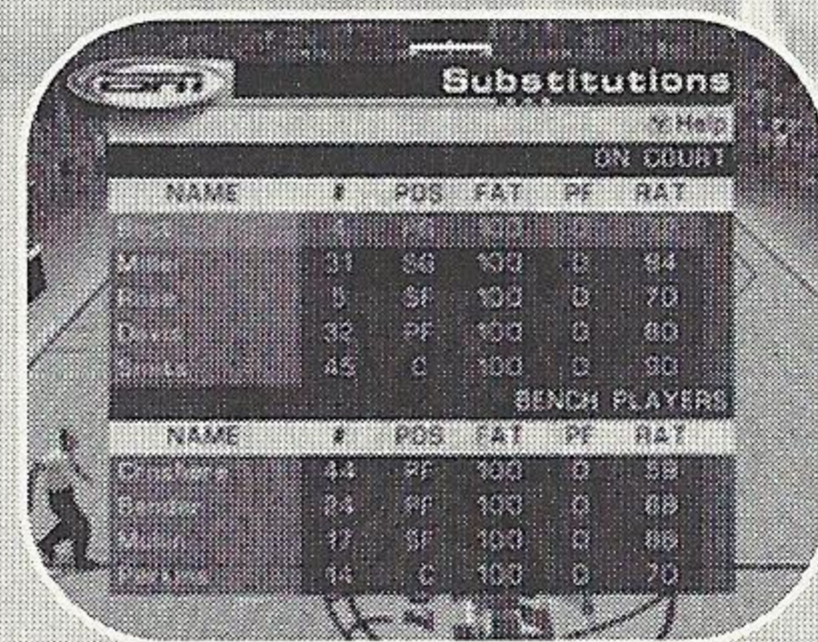
- Red circle: Controller Port A
- Blue circle: Controller Port B
- Green circle: Controller Port C
- Yellow circle: Controller Port D
- To block a shot, press the Y Button.
- Attempt to steal the ball. Get in close to the ball handler and press the B Button. Depending on how close you are, this may cause you to commit a foul.
- Use the Icon Switch (Left Trigger) to bring up the defensive player icons. Then press the B, X or Y Button or the Right Trigger to designate the defensive player you want to control.



SUBSTITUTIONS

To send in a sub during the game, press the Start Button to open the Pause Screen.

1. Use the Directional Button/Analog Thumb Pad to select "Substitutions" and press the A Button.
2. Your current players are on the top of the screen. Select the player you want to bench and press the A Button.
3. Select the substitute and press the A Button.
4. Press the B Button twice to resume play.



To help us to continue making the hottest games for Sega Dreamcast™, please answer these questions about *ESPN NBA 2NIGHT*. Mail the card to us, and you could win a free Konami video game in our monthly drawing.

Each card qualifies the primary user of the card. Winner void in Washington. In Kansas a cash prize may be terminated with

Name _____

Address _____

City _____ State _____ Zip _____ Phone _____

Birth Date ____/____/____ Male Female

1. Date *ESPN NBA 2NIGHT* was purchased _____

2. Who purchased the game?

1. Mom 2. Dad 3. Game Player
4. Grandparent 5. Friend 5. Other

3. How did you hear about this game?

1. Friend 2. TV 3. Magazine Review
4. Game Package In Store 5. Magazine Ad
6. Rented It 7. Played or Saw Demo In Store

4. What type of video games do you like?

1. Action/Arcade 2. Adventure/Role Play
3. Sports 4. Puzzle 5. Fighting

5. What are your favorite magazines?

1. Next Generation 2. Game Pro
4. Ultra Game Players 5. Electronic Gaming Monthly
6. Die Hard Game Fan 7. Game Informer
8. PS Extreme 9. Nintendo Power

6. Do you own any other game?

1. Super NES 2. Sega
3. Game Boy 4. Game Boy Advance
5. Sega Saturn 6. PlayStation 2

7. How many games do you plan to purchase in the next 12 months?

1. 1 - 5 2. 6 - 10
4. 21 - 30 5. 31 or more

8. Who else in the family plays video games?

1. Brother(s) 2. Sister(s)
3. Dad 4. Mom

9. What are your favorite hobbies?

1. Team Sports 2. Skateboarding
3. Rollerblading 4. Arcade
5. Collecting

itions
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Teams
Yield

DEFENSES

es for one monthly drawing. Please fill in all information about the
he Product, or include all information on a 3 x 5 card and mail to:
ca, Inc., P.O. Box 318, Addison, IL 60101-0318. One entry per
will be notified by mail within 30 days of drawing. This contest
on, Missouri, Florida, Ohio and other places where prohibited.
alternative in lieu of a prize may be requested. This contest may
thout notice. No purchase necessary.

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SEASON PLAY

Play a fully customizable Season with your team and take it all the way to the Playoffs. On the Main Menu, select "Season" and press the A Button.

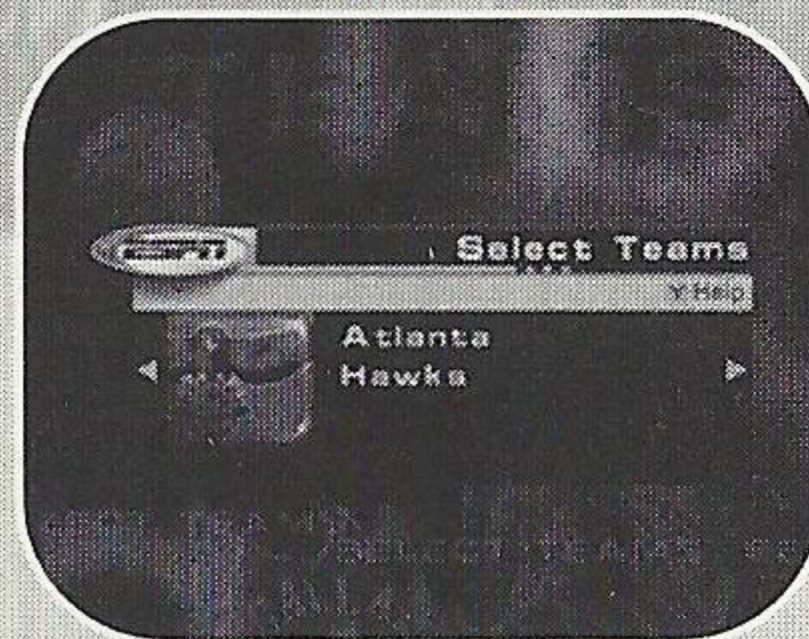
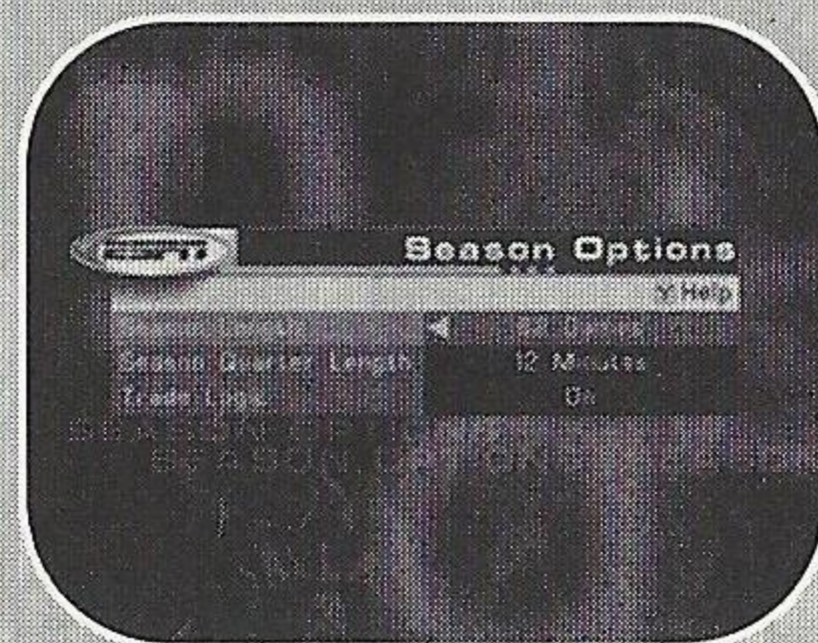
SEASON OPTIONS

Press the Directional Button/Analog Thumb Pad \uparrow/\downarrow to select an option and \leftarrow/\rightarrow to change the setting. Press the Start Button to continue setting up your Season.

- SEASON LENGTH – Select a 14, 28, 56 or 82 game Season.
- QUARTER LENGTH – Select 1, 3, 5, 8 or 12 minute quarters.
- TRADE LOGIC – Turn Trade Logic ON or OFF. With ON, players can only be traded if their ratings are within a 5 point range of each other. This decision is made by the Commissioner. The Trade Logic feature allows you to turn the Commissioner ON or OFF. With Trade Logic OFF, player trading is not dependent on Commissioner approval.

SELECT TEAMS

Press \leftarrow/\rightarrow to cycle through the teams. When you want to include a team in the Season, press the A Button. The word "Selected" will appear under your selected team. When you have selected all the teams you want, press the Start Button.



THE SEASON MENU

The Season Menu contains information for the whole NBA (limited only by which teams you chose to include in your season of play). On the Season Menu you can:

- Check game schedules.
- Check standings.
- Check player and team stats.
- Make staffing changes to rosters and lineups.
- Make trades.

Use the Directional Button/Analog Thumb Pad to select listings or change displayed teams. Press the A Button to open a selection. Press the B Button to return to the Season Menu.

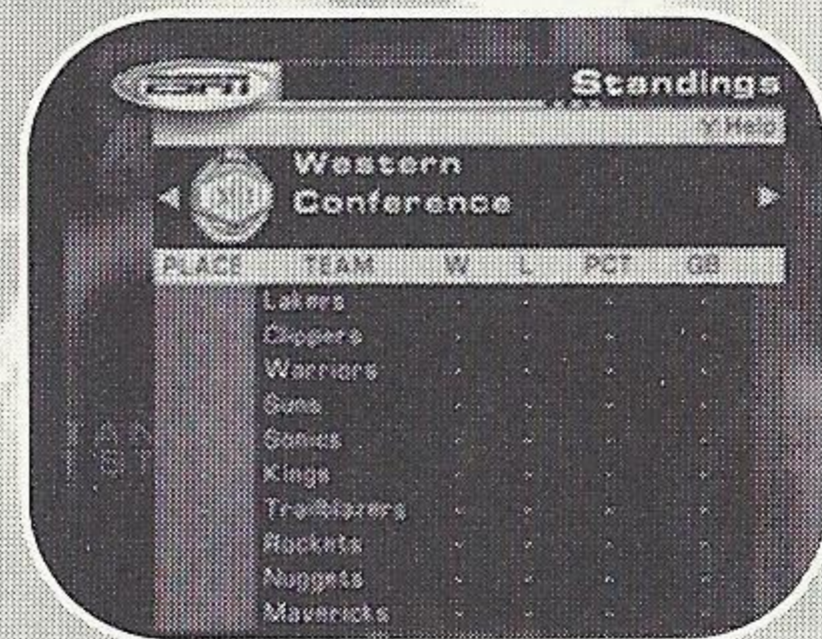
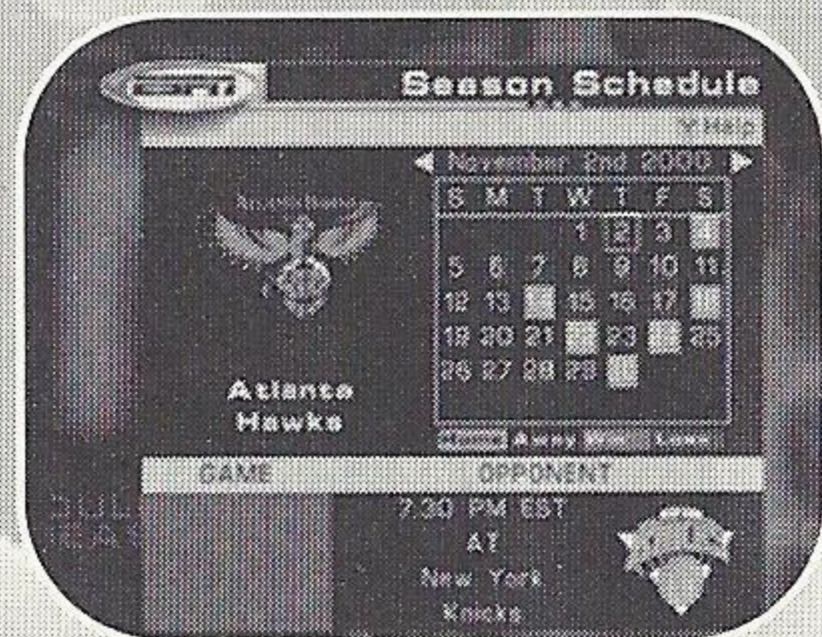
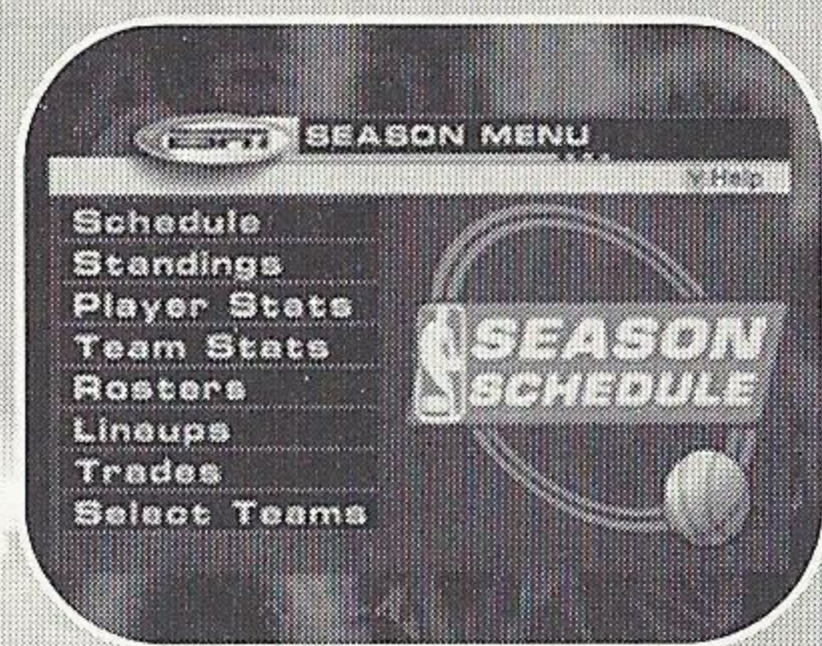
SCHEDULE

To check the schedule for any of your teams:

1. Press \uparrow/\downarrow to select the team logo display and \leftarrow/\rightarrow to select a specific team.
2. Press \uparrow to select the calendar and \leftarrow/\rightarrow to select a play date. The game location and opposing team will display at the bottom of the screen.
3. Press the B Button to return to the Season Menu.

STANDINGS

You can view the standings by conference or overall combined standings. Press \uparrow/\downarrow to select the standing you want to view and \downarrow to select the teams.



PLAYER STATS

1. Press \leftarrow/\rightarrow to select a team.
2. Press \uparrow/\downarrow to select a player and \leftarrow/\rightarrow to scroll through the player's stats. To list the stats from highest to lowest, select a stat and press the A Button.

TEAM STATS

1. Press \uparrow/\downarrow to select a team.
2. Press \leftarrow/\rightarrow to scroll through the team's stats. To list the stats from highest to lowest, select a stat and press the A Button.

ROSTERS

Switch Active and Reserve players on any team.

1. Press \leftarrow/\rightarrow to select a team and \downarrow to choose the Active section of the selected team.
2. Press \uparrow/\downarrow to select the player you want to move to Reserve and press the A Button.
3. Press \uparrow/\downarrow to select the player you want to bring to the Active roster and press the A Button.
4. Press \uparrow to re-enter the team field to make additional team selections.

PLAYER	#	POS	Games	FGM
Barry	10	PG	0	0
Swisher	3	PF	0	0
Crawford	4	SF	0	0
Ellis	20	SF	0	0
Silver	5	PG	0	0
Henderson	44	PF	0	0
Jackson	22	SG	0	0

TEAM	Games	FGM	FGA	FG PCT
Blount	0	0	0	0.00
Sims	0	0	0	0.00
Cleveland	0	0	0	0.00
Dennis	0	0	0	0.00
Ogden	0	0	0	0.00
Gortner	0	0	0	0.00

NAME	#	POS	RATING
Terry	31	PG	78
Jackson	22	SG	87
Ellis	20	SF	78
Henderson	44	PF	78
Mitchell	55	C	84

NAME	#	POS	RATING
Mottus	98	SF	88
Pate	98	PG	88

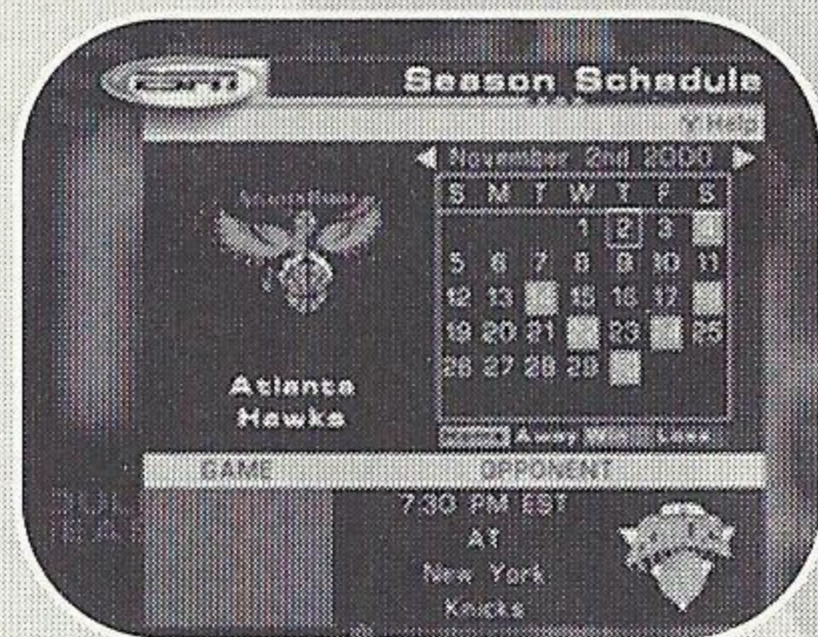
3. On the Team Select Screen, press \leftarrow/\rightarrow to move your controller icon to the side for the team you want to play as. When all players have decided, press the Start Button to begin the game.

HOME AND AWAY GAMES

On the Season Calendar, Home game dates appear in yellow, and Away game dates are in blue.

WINS AND LOSSES

After the game has been played, the winning game date is in green and the loss date appears in red.



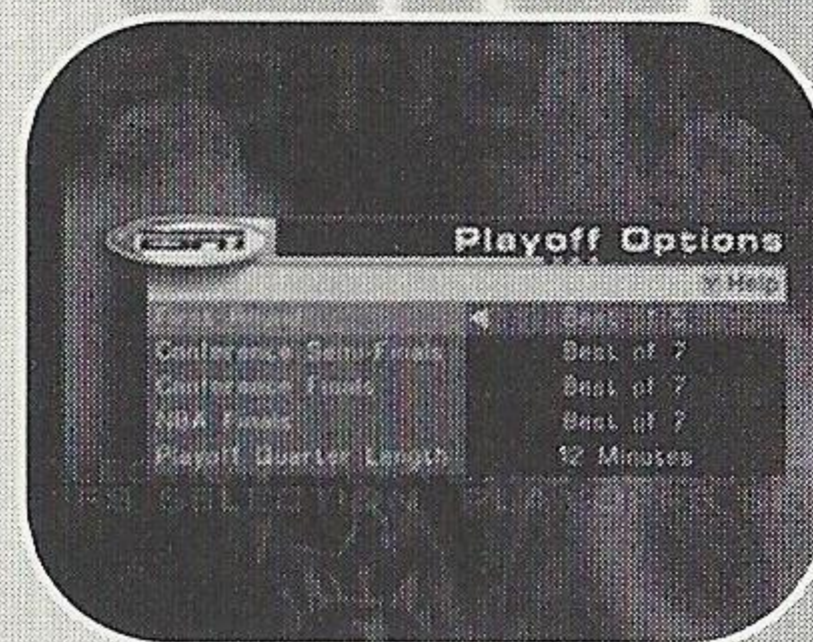
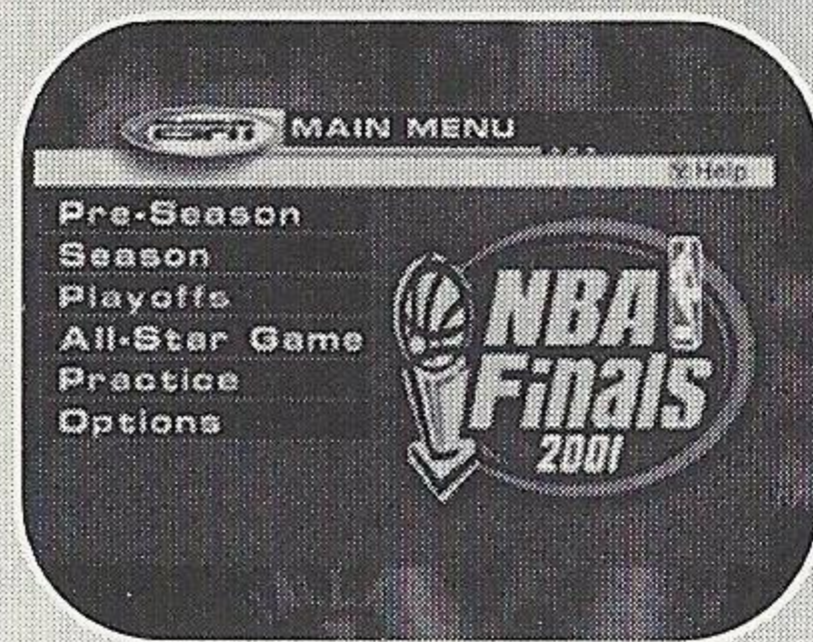
THE PLAYOFF SCREEN

You can decide Playoff game order on the Playoff screen. Select "Playoffs" from the NBA Finals Menu. Press the Directional Button/Analog Thumb Pad \leftarrow/\rightarrow to select a screen. The screen on the left shows the Western Conference games, the center screen is the NBA Finals, and the screen on the right shows the Eastern Conference games.

To run a Playoff series:

1. Select "Playoffs" on the Main Menu and press the A Button.
2. On the Western Conference Team screen, select eight teams to compete. To begin, press \leftarrow/\rightarrow to select the first team and press the A Button.
3. Press \uparrow/\downarrow to select the seed position for the selected team and press the A Button.
4. Repeat steps 2 and 3 until you have the teams and positions you want.
5. Press the Start Button.
6. On the Playoff Options screen, press \uparrow/\downarrow to select an option and \leftarrow/\rightarrow to change the setting. Select the number of games and quarter length you want for the Playoffs and NBA Finals and press the A Button.

You can also select "Simulate" for any of the rounds. Doing so for any round except the first round will cause all previous games to be simulated.



7. On the Playoffs Screen, you can view the match-ups for the first round. Press \uparrow/\downarrow to select the game you want to play first and press the A Button.
8. Select "Play" or "Simulate" and press the A Button.
9. On the Team Select Screen, each player assigns a controller icon to a team by pressing \leftarrow/\rightarrow . When you are ready to play, press the Start Button, select "Yes" at the prompt and press the A Button.

At the end of each game, the Playoffs Screen will appear. Select and play or simulate all the First Round games until the Semi-Final team match-up squares are filled. Then run the Semi-Finals.

1. On the Playoffs Screen, press \rightarrow to display the 2001 NBA Finals screen. Play the last match-up to decide the Western Conference champ.
2. When you return to the Playoffs screen, press \rightarrow to display the Eastern Conference teams and play the Eastern Conference Playoffs.

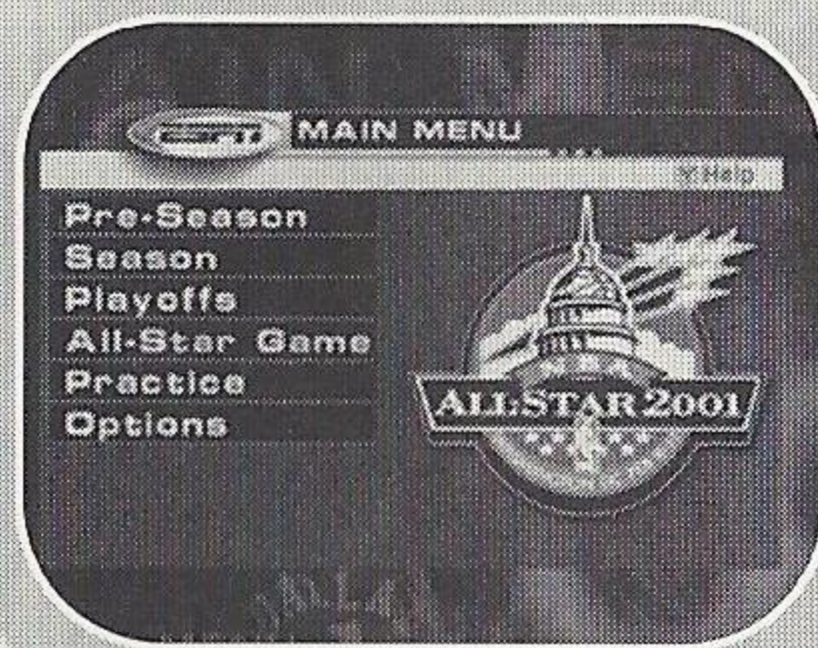
The NBA Final will appear at the top of the screen after you play the Eastern Conference Finals.



ALL-STAR GAME

To play an All-Star Game:

1. On the Main Menu, select "All-Star Game" and press the A Button.
2. On the Team Select Screen, each player assigns a controller icon to a team by pressing the Directional Button/Analog Thumb Pad \leftarrow/\rightarrow .
3. When you are ready to play, press the Start Button, select "Yes" at the prompt and press the A Button.



SENDING IN SUBS

To send in a sub:

1. Press the Start Button to pause the game.
2. Press the Directional Button/Analog Thumb Pad ↓ to select "Substitution" and press the A Button.
3. Press ↑/↓ to select the player you want to bench and press the A Button.
4. Press ↑/↓ to select the player you want to send in and press the A Button.
5. Press the B Button and then press the Start Button to resume play.

Your subs will rotate in the next time there is a dead ball condition on the court.

Substitutions					
ON COURT					
NAME	#	POS	FAT	PF	RAT
Miller	31	SG	100	0	94
Bredso	5	SF	100	0	70
Davis	32	PF	100	0	80
Smith	45	C	100	0	90
BENCH PLAYERS					
NAME	#	POS	FAT	PF	RAT
Grayson	44	PF	100	0	59
Blinder	24	PF	100	0	88
Miller	17	SF	100	0	85
Pritchard	14	C	100	0	70

QUARTER, HALF, END GAME

The Stats Screen appears at the quarter, half and final quarter. In Playoff games, current round match-up results are displayed. In Season play, you can return to the Schedule Screen by pressing the A Button after viewing the End of Game stats.

Game Stats				
Indiana Pacers				
PLAYER	PTS	FGM	FGA	3PT FGM
Bredso	0	0	0	0
Bredso	0	0	0	0
Dunbar	0	0	0	0
Davis	1	1	1	0
TEAM	PTS	FGM	FGA	3PT FGM
Pacers	2	1	2	0
Lakers	2	1	3	0

KONAMI COMPUTER ENTERTAINMENT OF AMERICA

Senior Vice President, KCEA

Randy Broweleit

Director of Production

Lx Rudis

Producer

Jimm Getz

Assistant Producer

Victor Quimson

Artists

Chris Thomas

Diana Salles

Audio

Todd Davies

Joe Shands

Kristoffer Larson

Jun Funahashi

Special Thanks

Akira Kinebuchi, Tak Fujii, Dan Tyrrell, Wayne Townsend, Caiphus Moore, Bryan Johnson, Tom Ketola, Mark Kupper, Eddy Chan, John Courtelyou, Scott Morris, Rachael Mannick, Daniel Castillo, Wilson Cheng, Jamal Carter, Sound Images Inc., Wave Group Sound, Hyde Street Studios, Aiden Productions, ABC Communications, Peak Recording.

SUNSET ENTERTAINMENT

Game Developer

Sunset Entertainment

Executive Producer

Paul Schmiedeke

Creative Director

Scott Duckett

Technical Director

Ron Mar

Programmers

Rom Mar

Steph Keef

Chris Coffin

Ed Fast

Cian Zaricki

Artists

Casey McClure

Tony Carrillo

Chris Coffin

Zach Tscharayan

KONAMI OF AMERICA

Vice President of Marketing

Vice President of Operations

Director of Licensing

Director of Sales

Brand Manager

Senior Producer

Producer

Product Marketing Manager

Creative Services Manager

Marketing Communications Manager

Voices

ESPN Announcers

Minor Characters Voice Overs

Special Thanks

Chris Mike

Linda Stackpoole

Doug Rebert

Catherine Fowler

Craig Howe

Ken Ogasawara

Gerald DeYoung

Melvin C. Lenzy

Monique Catley

Cherrie McKinnon

Stuart Scott

Brant Musburger

Bruce Robertson

Terry McGovern

Patrick Hagen

Tiffany Walmsley

J.S. Gilbert

Hanshaw Ink & Image, Barbara Loo, Leslie Chen, Rick Naylor,
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ESPN ENTERPRISES

Mary B. Moore
Tori Stevens
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Rolanda Gaines

NBA INTERACTIVE

Greg Lassen

MUSIC SELECTIONS

ESPN
The Pharcyde
Romye Robinson
Chris Thomas
Dynasty Entertainment-Canton (OH)
DeMarcus Cox
Jes Black
Tommy Cognito

MOTION CAPTURE

Executive in Charge of Production
Executive Producer
Chief Technology Officer
Vice President, Operations
Motion Capture Production Manager
Motion Capture Director
Motion Capture Artists

hOuse of mOves (Los Angeles, CA)
Tom Tolles
Jarrod Phillips
Taylor Wilson
Rita Mines
Chris Bellaci
James Scanlon
David "Dario" Ahdoot
Brian Doman
Scott "Shaggy" Carroll
Johnny Ravena

Motion Capture Technician
Quality Assurance

Provided by Absolute Quality: Jody Smith "Critical Bill," David Thomas "BIG DAVE," Ruben S. Brown "Fifth Senior," Charles Franklin "Blaquellkwid," Jason Zaba "Jonny Neurotic," Toby Watkins, Adam "Atom" Breakey, James "jtmOney" Towers, Joe "Standard Issue" King, William Corrigan, Nathan "Nate Dawg" Briggs, Rev. John Kuhn Jr., Clint "Nikademus" McCaul, Niles "BizzEbol" Plante, Jason "Flounder" Gradin

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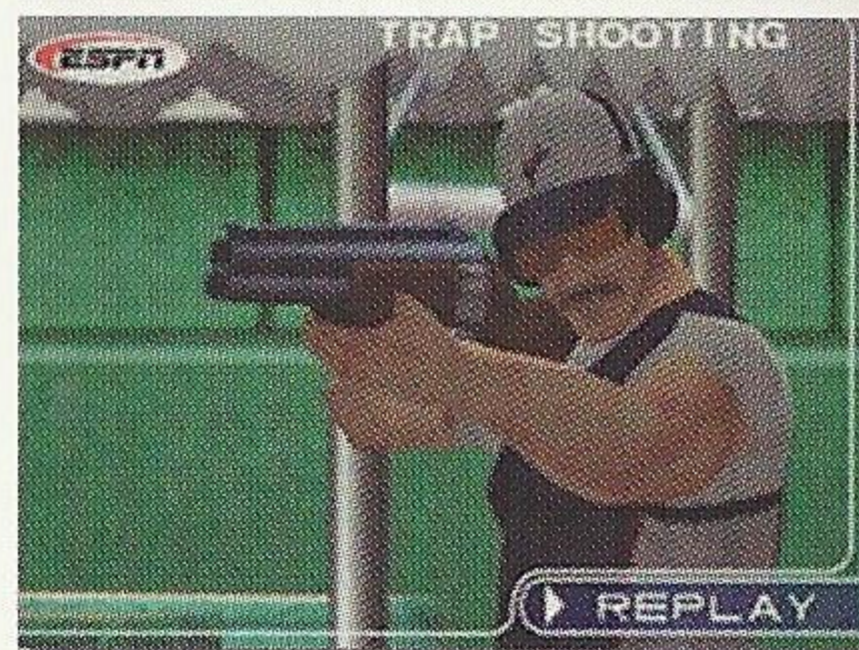
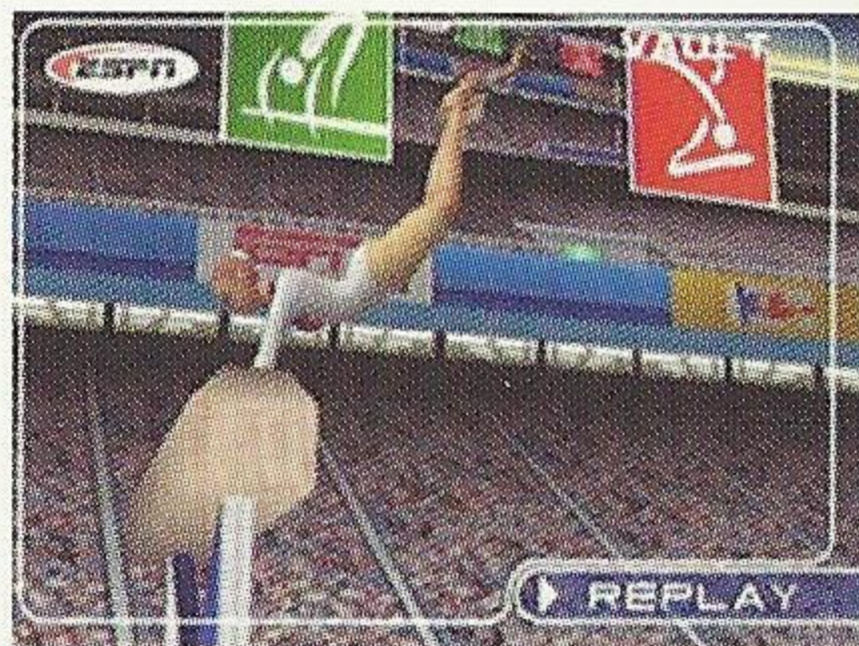
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