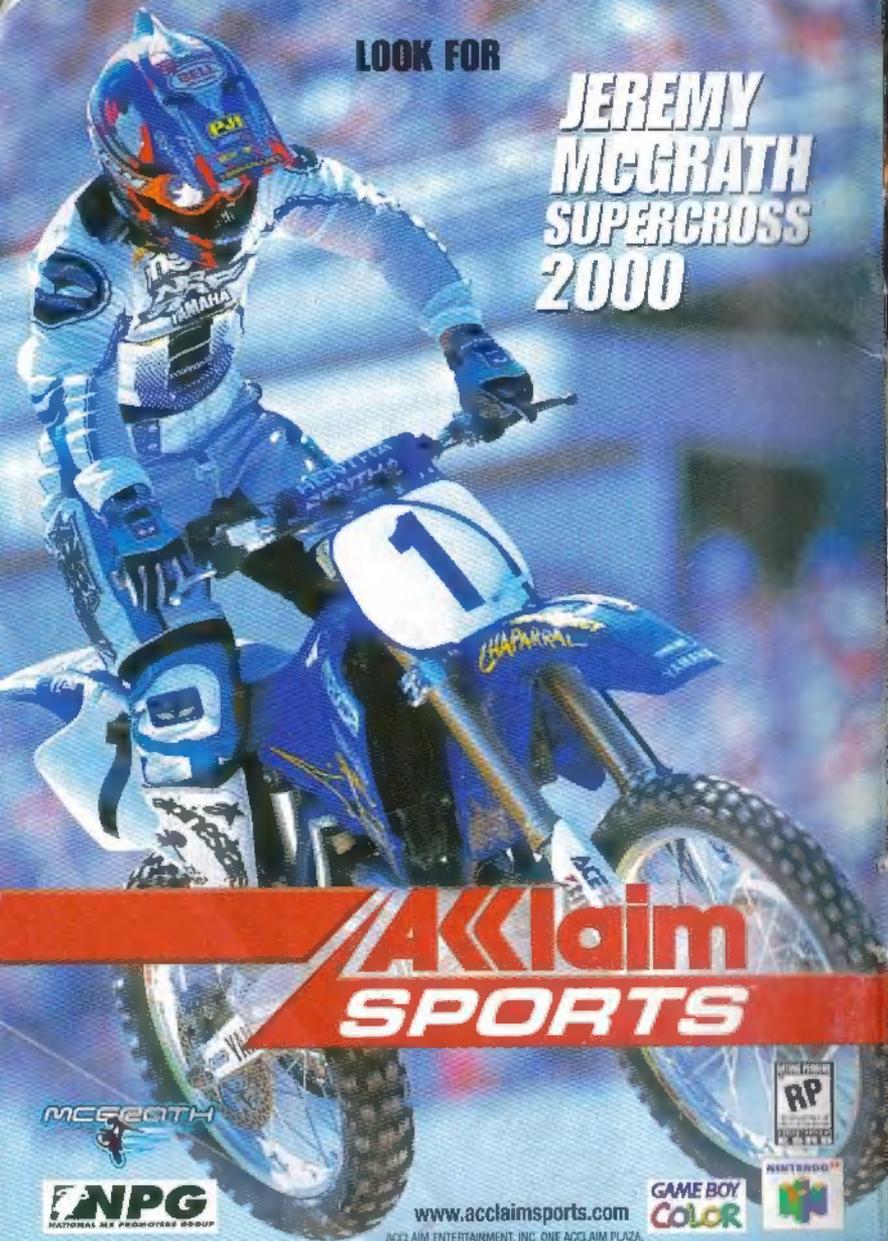


LOOK FOR

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Acclaim SPORTS

MCGRATH



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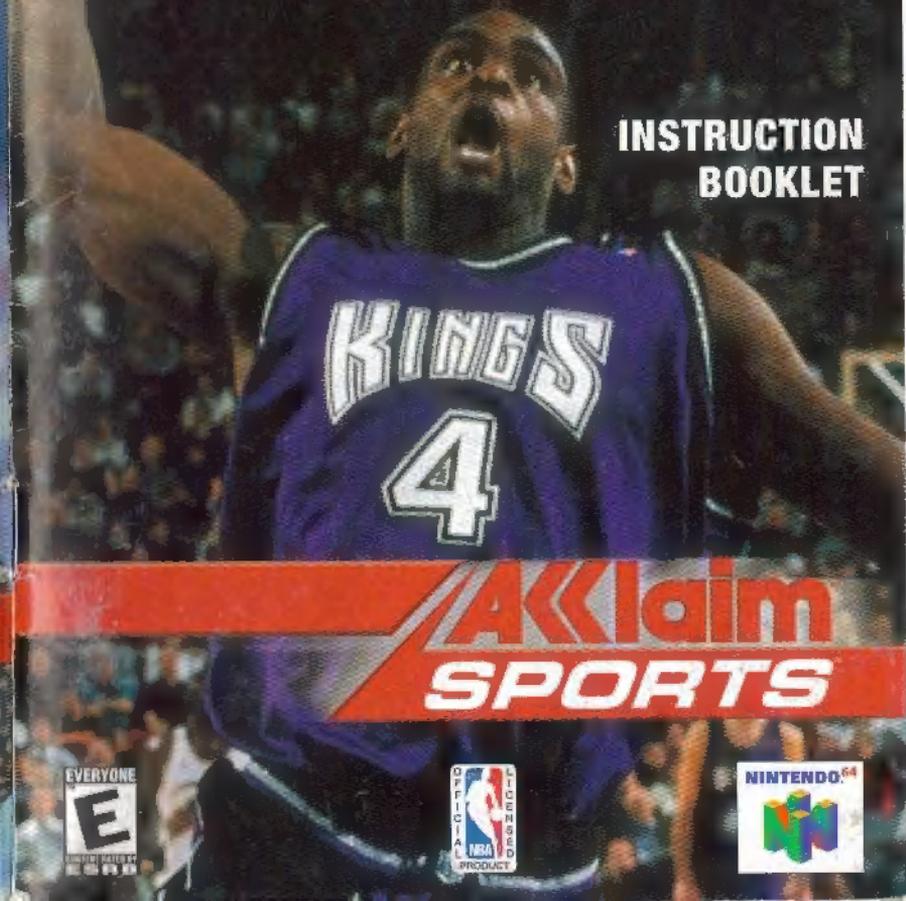
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NBA JAM 2000



INSTRUCTION BOOKLET



Acclaim SPORTS



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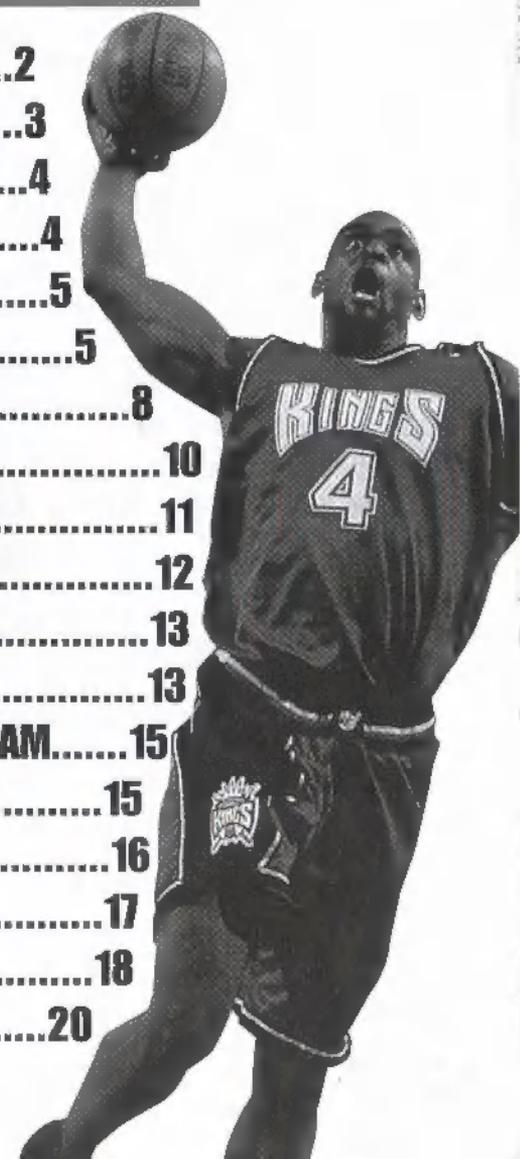
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CONTROL STICK FUNCTION



The Nintendo® 64 Controller contains a **CONTROL STICK** which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power **ON**, do not move the **CONTROL STICK** from its neutral position on the controller.



If the **CONTROL STICK** is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the **CONTROL STICK** to operate incorrectly.

To reset the neutral position once the game has started, let go of the **CONTROL STICK** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R** **BUTTONS**.

The **CONTROL STICK** is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

LOADING

1. Make sure the power is OFF on your Nintendo® 64 Control Deck.
 2. Insert your NBA JAM 2000 Nintendo® 64 Game Pak into the Control Deck as described in the instruction manual.
 3. Insert Controller into Controller Socket 1.
- Note: NBA JAM 2000 is for up to 4 players. All players should insert their Controllers into the proper controller socket at this time.**
4. If you wish to save a game, insert a Controller Pak (sold separately).
 5. Slide the power switch to **ON** (important: make sure not to touch the Control Stick when doing so).



This game is compatible with the Controller Pak and Rumble Pak accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

This game is compatible with the Nintendo® 64 Expansion Pak. Before using the Nintendo® 64 Expansion Pak, please read the Nintendo® 64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory.

Nintendo® 64 Game Paks displaying the Nintendo® 64 Expansion Pak icon will take advantage of the additional memory features of the Nintendo® 64 Expansion Pak. Look for this icon on specially designed games.

INTRODUCTION

Hey everybody, welcome to NBA JAM 2000! I'm excited to be a part of this great basketball game, because it's got so many ways to compete. Maybe you'll start off with Skills Mode until you've got your free throws and three pointers mastered, then take your hot hands into a one-off Exhibition game. Or maybe you'd like to test your team throughout a whole NBA season. If you crave post-season excitement, jump right into the Playoffs and see if you've got what it takes to come out on top.

Of course, there's nothing quite like the madness of JAM mode, where few rules apply and the wildest jams of all times are always just a bucket away.

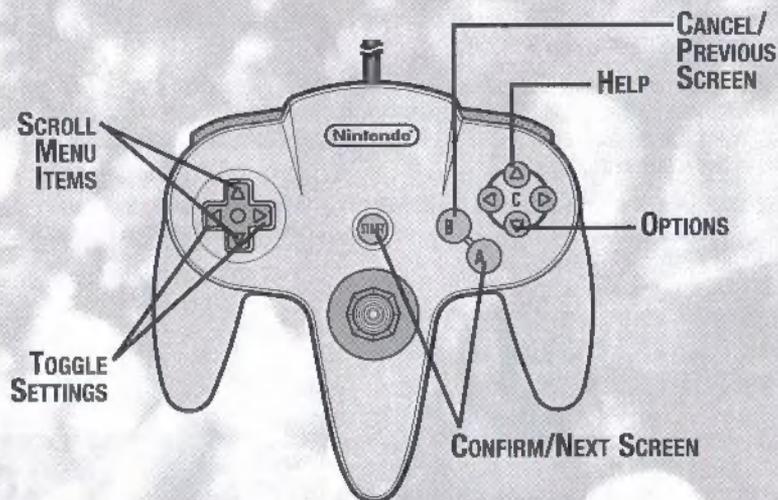
There's a ton of great features like Create A Player, where you can build up the best b-ball player your imagination can muster then bring him in to shake up the league.

The action is there off the court too, with a General Manager mode that let's you make all the moves you need to create a winner.

Like we say in the NBA, play hard, have fun, and I'll catch you courtside.



NAVIGATING MENUS



At the title screen, press **START**. You will come to the Mode Menu.

MODE MENU

On the Mode Menu, you can choose realistic Simulation mode (page 13) or in-your-face JAM (page 11) arcade mode. Highlight your choice and press **START**.

Help Press the **C** at any time to bring up a help menu for the current screen.



SIMULATION MAIN MENU

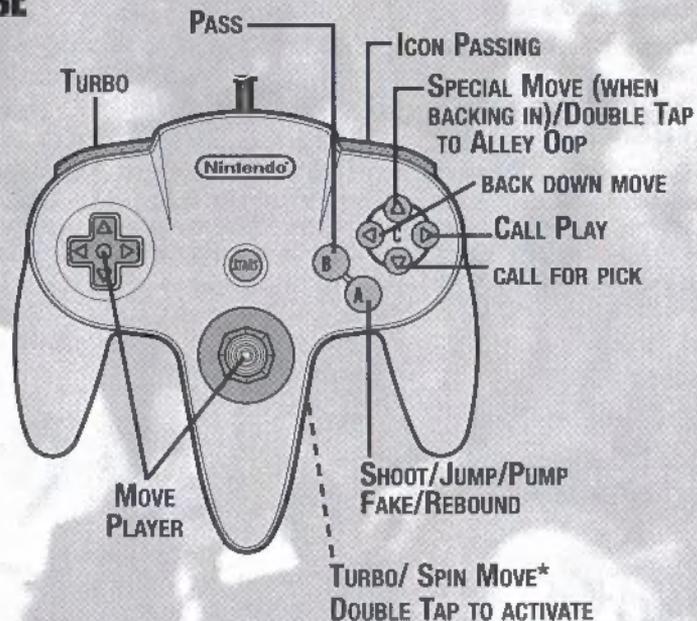
- Exhibition** Play a single exhibition match.
- NBA Play** Choose Season, Playoffs or Custom Playoffs.
- Skills Mode** Get out there and practice!
- Create/ Edit Players** Create your own hoop superstars!

Controller Pak Access your Controller Pak to manage (save, load or delete) files.

Game Options Press **C** to access the game options menu and set up the game to suit your style.

PLAYING NBA JAM 2000

DEFAULT CONTROLS OFFENSE



PASSING

When your team has the ball, the **PASS button** will cause you or your computer teammate to pass the ball to his teammate. Passes are easily intercepted by a defender, so look before you pass!

SHOOTING

When your team has the ball, the **SHOOT button** will cause you or your computer teammate to shoot the ball. Your player releases the ball when you release the button. Releasing the ball at the apex of your leap gives your shot greater accuracy, but releasing it quickly or very slowly can often prevent a leaping defender from blocking or stealing the ball. Tapping **SHOOT** quickly several times executes a head-fake which may trick the defense, but it stops your dribble, so you must either pass or shoot the ball before you can move! When close to the basket, use **TURBO+SHOOT** to put up daring dunks and looping lay-ups.

Rebounding When your player doesn't have the ball near the basket, press **SHOOT** to attempt a rebound.

Straight Arm/Shoulder Charge (JAM mode only) Press the **◀C BUTTON** to push a defender out of way.

Crossover/Spin move Press the **Z BUTTON** to help you evade a defender by faking him out.

TURBO

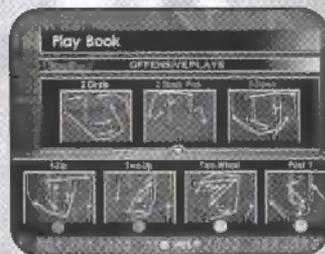
Turbo causes your player to run much faster than he normally would (determined by his attributes), whether on offense or defense, allowing you to blow by a defender, or to step around a pick and block a shot! Your turbo is unlimited, but be aware that when the Fatigue options is **ON**, using Turbo will wear down your player, causing him to miss shots and risk injury.

ICON PASSING

When the Icon Passing button is pressed and held, icons appear above the heads of teammates for push-button passing.

PLAYBOOK

Just like any coach in the NBA, you have the opportunity to call plays. The playbook is designed to allow you to view all 30 plays from the playbook pool. In addition, you can set plays for simulation. The playbook lets you "mark" plays from a field of 30. The four plays the user has marked will be the default plays during game play. You can mark plays throughout the game as well as before. During game play, bring up the play box by pressing **C ▶**. A field of four plays will appear. Push the button corresponding to the desired play and that play will be executed.



SELECTING PLAYS:

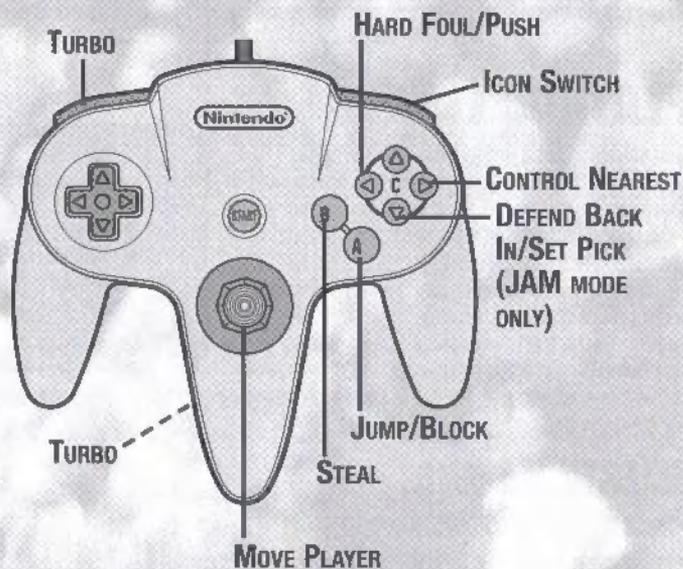
- Press the **CONTROL PAD/STICK ↑/↓** to toggle through play-field.
- Press the **A, B, C ◀** or **C ▼** **BUTTON** to select the desired play.
- Press **START** to confirm your playbook.

PLAY CALLING

Press **C ▶** to bring up the play calling box for play selection. The plays correspond to the **A, B, ◀ C** and **▼ C** **BUTTONS**.



DEFENSE



JUMPING/BLOCKING

When your team does not have the ball, the **JUMP/BLOCK** button causes your player to jump up for a block. Timing is crucial to denying the shot. Jump too early and the shooter can wait until you fall out of the way, jump too late and the shooter can shoot it over you! Many times your defender will get a piece of the ball without rejecting the shot completely.

STEAL

When your team does not have the ball, tapping the **STEAL** button causes your player to swipe at the ball in the hope of either stealing it or knocking it out of an opponent's hands.

TURBO

See Turbo details under Offense/Turbo (page 6).

CONTROL NEAREST

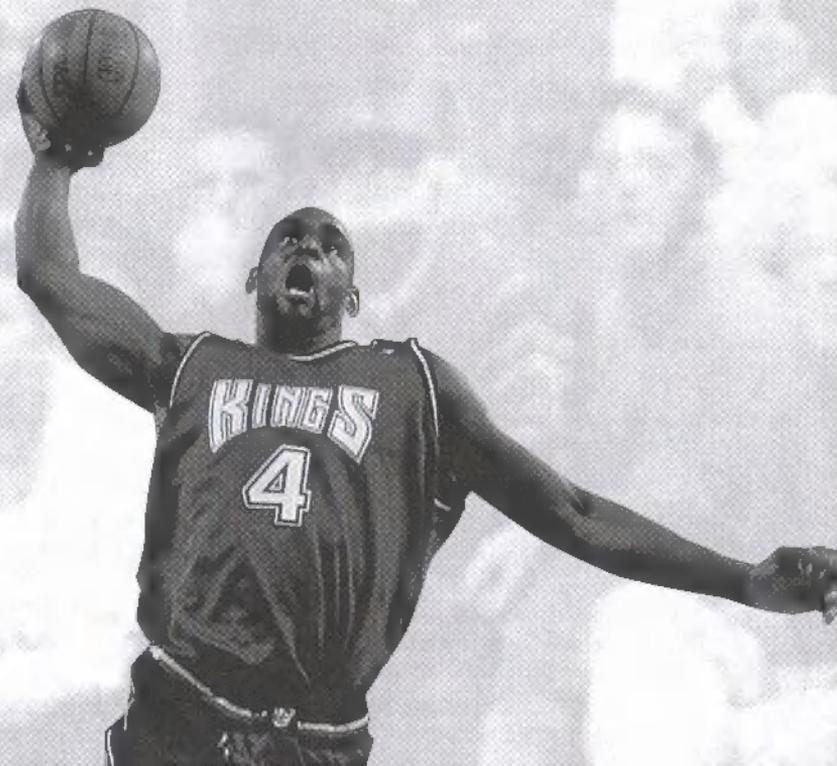
Switch to the player nearest to the ball.

PUSH

Press the **PUSH** controls to give your opponent an emphatic shove. Depending on your foul-calling settings (under Options), you may clear an offensive player out of the way or have a foul called.

DEFENSIVE STANCE

This allows you to defend against the back in move, and in JAM mode, to set a defensive pick.



GAME OPTIONS

We'll explore all the various simulation modes, but first let's set our options. Press the **CONTROL PAD/STICK** ↑ or ↓ to highlight an option, and **CONTROL PAD/STICK** ← or → to toggle settings.

Game Type You can choose from 3 distinct game types. The game type you choose determines which options are available.

SIMULATION: Play with realistic rules.

ARCADE: A looser, faster game with few rules.

CUSTOM: In a custom game, you set which rules you wish to have enforced.



Quarter Length Choose to have quarters last from 1 minute up to 12 minutes.

Difficulty Choose among Rookie, Veteran and All-Star skill levels.

Referee Choose the refereeing style. Settings include Average (default), Blind, Lenient and Strict.

Speed Choose from Slow, Medium or Fast game speeds.

Roster Fantasy rosters (user drafts a team).

Volume Move the slider to adjust in-game volume levels for

Music

Sfx

Announcer

Crowd

Tag Mode When **ON**, player control changes with ball possession. If you have the ball and pass it, you will then control the teammate who received the pass.

Shot Clock Play with the 24 second shot clock **ON** or **OFF**.

Fatigue Play with realistic fatigue factor **ON** or **OFF**. Tired players are prone to missed shots and injury, and should/will be substituted, depending on your substitution settings (see page 12).

Goaltending When **ON**, a defender will be called for goaltending if he touches the ball while it is going down towards the basket. Shots can only be blocked on the way up to the basket.

Traveling When **ON**, a player with the ball cannot take more than one step without dribbling the ball.

5 Second In-Bound When **ON**, the team in possession of the ball out of bounds must in-bound it within 5 seconds or possession switches to the other team.

Out of Bounds When **ON**, a player with the ball is called for stepping out of bounds and the team gives up possession.

Fouls When **ON**, fouls will be called.

Illegal Defense When **ON**, defensive players cannot play zone defense.

Auto Replay When **ON**, spectacular plays are automatically replayed.

3 Seconds in the Key When **ON**, offensive players cannot be in the defending key (or "paint") for more than 3 seconds or they will lose possession.

Backcourt Violation Once a player with the ball crosses the midcourt line, he cannot cross back over it.

Injuries Play with realistic injury factor **ON** or **OFF**. When **ON**, an injured player must be substituted for, and will be unavailable until the injury heals.

Keep Score Close When **ON**, this insures that one team doesn't run away with the game.

Flagrant Fouls When **ON**, flagrant fouls (deliberate, unwarranted attempts to injure an opponent) are called.

You can access your Controller Pak or Configure Controls from this screen by highlighting the option and pressing the **A** **BUTTON** to bring up the desired menu.

JAM MODE

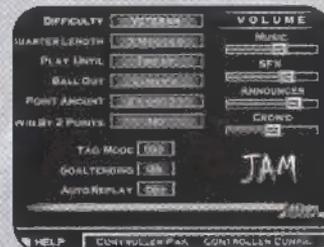
This is it! Wild 2-on-2 freestyle hoops with no fouls and hardly any rules to slow you down. In **JAM** mode, you control one of two players on the team of your choice. It's 4 quarters of insanely hectic hoops where the Dunk Doctor is always **IN**.

ON FIRE!

When an offensive player scores three consecutive unanswered baskets, he's on fire. You can tell, because you'll see flames. When a player is on fire, he has a much better chance of sinking shots.

JAM PLAY

After selecting **JAM** Play, you'll come to the select screen, where you can select which teams will compete, and which of two players on either team you wish to control.



- Press the **CONTROL PAD/STICK** ← or → to move the controller under the portrait of the player.
- Press the **CONTROL PAD/STICK** ↑ or ↓ to scroll through teams.
- To change players, press the **A BUTTON**, then press the **CONTROL PAD/STICK** ↑ or ↓ to scroll to the desired roster player.
- Press the **A BUTTON** to confirm and enter game play.

JAM TOURNAMENT

The ladder to the top is slippery in JAM mode! See if you have what it takes to master the madness of JAM Tournament play. After winning enough games in JAM Tournament play, you can unlock the secret JAM Courts. So play hard!

EXHIBITION

An exhibition game is a single 4 quarter match-up with any two teams of your choosing. Exhibition games don't count in standings. Stats are kept, but don't carry forward to any following games. Up to four players can compete in Exhibition games.

TEAM SELECTION

Press the **CONTROL PAD/STICK** ← or → to select a team area, then press **CONTROL PAD/STICK** ↑ or ↓ to scroll to the desired team. Below each team logo are cumulative overall team ratings in various categories. When you are satisfied with the two teams on screen, press the **A BUTTON**.

CONTROLLER SELECT

Press the **CONTROL PAD/STICK** ← or → to move your controller under the logo of the team you wish to control. Note the color of your numbered controller, as this color will be used to indicate the player you control in the game. You can also adjust your lineup one last time before entering a game.

EDIT LINEUP

Your team logo appears in the center. To the left is the player portrait of the currently highlighted starter, to the left that of the highlighted bench player. Press **CONTROL PAD/STICK** ↑ or ↓ to scroll among players and the **A BUTTON** to select the highlighted starter and move to the bench.

When you have highlighted the bench player you want to insert into the starting lineup, press the **A BUTTON**.

12

STATS

At the end of each quarter, the score will be displayed, followed by comprehensive stats for the quarter.

NBA PLAY

Choose a full Season schedule, or plunge right into Playoff mode. Or maybe you'd like to brush up your b-ball technique in Skills Mode, or make your own deluxe court jester in Create/Edit Player.

SEASON MODE

Get ready for a season's worth of swishing and dishing as you battle up the courts all the way to the NBA Finals. When you first select NBA play, you'll see a game mode banner which can be toggled to Season or Playoff mode.

SEASON SETUP

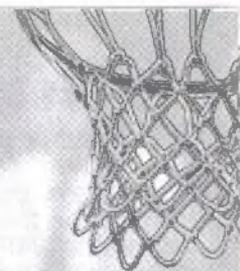
When Season is selected, the following options appear:

- Number of Games** Choose to play a short (28 games), medium (56 games) or full (82 games) season.
- Season Mode** Choose to play a Traditional (one season) or Franchise (build a dynasty over the years) season.
- Playoff Teams** Choose how many teams make the playoffs: 2, 4, 8 or 16.
- Playoff Series** There are four playoff rounds. Choose which "best of" series suits you: 1,1,1,1, 1,3,3,3, 3,5,5,5 or 5,7,7,7.
- Trade Deadline** Choose to play with the Trade Deadline **ON** or **OFF**. When **ON**, no trades can be made after the February 19, 2000 trade deadline. When **OFF**, trades can be made at any time.

TEAM SELECT

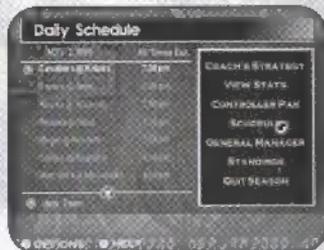
In both Season and Playoff modes, up to 4 players can select their own team that they wish to take through the Season and/or post-Season action. You'll see each team's previous season record and the number of bonus points the team has available for free agents, as well as the overall team percentages in various skill categories. To select a team, press the **A BUTTON** when the desired team is on screen.

Once all players have chosen teams, each press **START** to continue.



THE DAILY SCHEDULE

You will come to the daily schedule screen, displaying all the games scheduled for that day, and a menu of season options to the right. Press the **R BUTTON** to advance the date, or the **L BUTTON** to go back. Press the **CONTROL PAD/STICK** \uparrow or \downarrow to scroll the highlight through the games scheduled. A jewel appears next to any game featuring a user team. Press the **A BUTTON**. If the highlighted game features a user team, you will be asked whether you wish to play the game scheduled for that date. Select **YES** and press the **A BUTTON** to do so. If the highlighted game does not feature a user team, you will be asked if you wish to "Sim to Next Game" (to the next game featuring a user team).



ALL-STAR MODE

The mid-season All-Star break is a high point of any season. This mode allows you to play an all-star game with top players from the first half of the season. You can also customize the All-Star roster and play with players of your choice.

SIMULATING GAMES

You can simulate any games on the schedule, including your own. The computer will generate results and stats. Simulated games count in the standings, and injuries are effected by simulating games.

When you advance the schedule without playing previous user games, you can "Sim to the Next Game" (see above) or "Sim to This Date" (simulate all games up to but not including the current day).

Note: When on a Daily Schedule screen in Season or Playoffs, Press the **◀C BUTTON** to deactivate the user team's game if you don't wish to play it.

SEASON OPTIONS

At the right of the daily schedule screen is a menu with several season options. Press the **CONTROL PAD/STICK** \rightarrow to activate the menu. Scroll to an option and press the **A BUTTON** to access it.

Coach's Strategy Coach's Strategy lets you edit your lineup (move players between the bench and starting line up) and to select/create a custom playbook.

View Stats Your gateway to statistical paradise, with complete up to date Player Stats, Team Stats and League Leaders in all categories.

Controller Pak Access your Controller Pak to load or save data.

Schedule View your team's schedule, including previous and upcoming games.

General Manager See General Manager for all the details on creating, drafting and signing players.

Standings View the current standings.

Quit Season Quit the current season.

GENERAL MANAGER

As general manager, you take the helm and steer a course for the championship, mindful of the many careers washed up on the reefs of chowder-headed trades and other daft decisions! This is where you will make important roster decisions, including Trade Player, Release Player and Sign Player. You can even use Create A Player to build the best that's ever been. You'll also be able to read the Acclaim Sports News bulletins, including information on the Player of the Week and Player of the Month, and Trade News from around the league.

ROSTERS

Note that you must carry the correct number of roster players; if you release a player, you must replace him via free agency.

BONUS POINTS

This feature allows you to act as a general manager. Each team has a certain amount of bonus points. Bonus points are used to create players, sign free agents at season's end, and to make trades.

TRADES

The Trades screen features two team areas to trade players between. The team you control for the current season appears on the left. The featured player's overall rating appears below his portrait.

- Press the **CONTROL PAD/STICK** \uparrow or \downarrow to scroll through team rosters.
- When the player you wish to trade is featured, press the **A BUTTON** to select him.
- Press the **CONTROL PAD/STICK** \leftarrow or \rightarrow to toggle between team areas.
- Press **L** or **R BUTTONS** to bring up a different team.
- Repeat the player select process above to find the player you wish to trade for.



- Highlight Compare Stats and press the **A BUTTON** to bring up comparative stats for the two players.
- Press **START** to make the trade.

DRAFT PICK OPTIONS

Press the **Z BUTTON** to bring up the Bonus Points and Draft Pick options, allowing you to use Bonus Points or a Draft Pick as part of your trading strategy.

RELEASE PLAYERS

Before you can sign a player via free agency, you must make room on your roster by releasing a current roster player to the free agent pool, where the player becomes available for signing by any team.

The Release Player screen has your current roster, player portraits and attributes.

- Press the **CONTROL PAD/STICK** ↑ or ↓ to scroll through players.
- Press the **A BUTTON** to release the highlighted player. That player will be removed from your roster and appear in the free agent pool.

SIGN PLAYERS

The number of roster spots you have available appears in the lower left of the Sign Players menu. If the number is zero, you must back out and release players to make room for the free agent(s) you wish to sign.

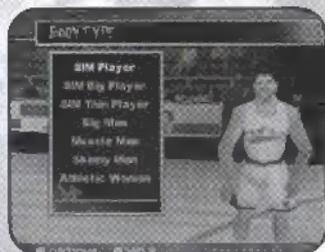
- Press the **CONTROL PAD/STICK** ↑ or ↓ to scroll through players.
- Press the **A BUTTON** to sign the highlighted player. That player will be removed from the free agent pool and appear in your roster.

CREATE A PLAYER

This feature allows you to create the ultimate player and place him on a team in Sim Season mode or in JAM mode. In order to create the player you want, you must have enough bonus points. Create a Player allows you to create a profile of the player which includes: name, number, college, height, weight, years pro, et cetera. In addition, you can edit the

player's attributes such as rebounding, defense, offense, etc. But that's just the beginning. NBA JAM 2000 lets you choose all manner of looks, setting custom heads and hair and wacky accessories, upper and lower body type—talk about building a team!

- Press **START** or the **A BUTTON** to confirm chosen attribute or feature.



- Press the **CONTROL PAD/STICK** ↑ or ↓ to move highlight in between options.
- Press the **CONTROL PAD/STICK** ← or → to cycle through selectable options.

Created players can not be used while Rumble Pak is inserted.

EDIT LINE UP

(see Edit Line Up, page 12)

OFF SEASON MOVES!

Once you've completed a season, you see a player awards screen showing all the top performers from the past season: **MVP, DEFENSIVE PLAYER OF THE YEAR, ROOKIE OF THE YEAR, ETC., VIEW PLAYER RETIREMENTS**. Then you'll enter the **NBA Rookie draft!** Players using pseudo names such as Karl Jones and Ron Malone are waiting to become the next star. This screen allows you to add two hot new rookies to the team, while players from the existing roster retire or get traded or are released! Once the rookie draft is completed it's time to sign those big time free agents, if you have enough points to purchase a player. Of course, some players may end up re-signing with their old teams.

- Press the **CONTROL PAD/STICK** ↑ or ↓ to scroll through players.
- Press the **A BUTTON** to sign the highlighted player.

ROOKIE DRAFT

Once a season is completed, after viewing season stats you'll enter into the NBA rookie draft. In addition to the 300 + players in the NBA, we have 1000 players who are considered rookie players. 58 of those players will be eligible for the draft each season. The rookie draft is designed to help lesser teams improve each year. In addition, these rookies can be used in trades. Just like the NBA, each rookie is rated differently and each rookie will either blossom or bust.

Action User/CPU

- Press the **CONTROL PAD/STICK** ↑ or ↓ to view players .
- Press the **A BUTTON** to select a player.
- Press the **B BUTTON** to back out one degree and when through, press **START** to move on.

START A NEW YEAR

Season mode offers unlimited seasons, and you can continue on to the next season with all the transactions and career stats intact. When the Continue Season menu appears, select **CONTINUE** to continue or **CANCEL** to quit season play.

PLAYOFF MODE

It's time to see who's got what it takes to rule the pandemonium of post-season play!

After selecting Playoff on the NBA Play menu, adjust these settings to your liking:

Series: The playoffs consist of four rounds. Choose the "best of" number of games in each round.

Number of Teams: Choose how many teams will compete in the playoffs, 2, 4, 8 or 16.

Schedule Type: Choose a Traditional or Franchise playoff schedule.

Next, highlight the team you wish to control in the playoffs, press the **A BUTTON** to select or unselect, then press **START** to go to the Team Setup screen. At the right are playoff matchups for the conference (shown in the middle) listed by seeding, with the team at the top highlighted. By default, this is the '99 playoff ladder. To play with this set of matchups, press the **A BUTTON** to continue.

If you wish to change the playoff ladder

- Press **L** or **R BUTTONS** to toggle between Eastern and Western conferences.
- Press the **CONTROL PAD/STICK** **↑** or **↓** to move highlight to a seeded team.
- Press the **CONTROL PAD/STICK** **←** or **→** to toggle through teams in the current conference.

Once you've set up your playoff ladder, press the **A BUTTON**. You will come to the Playoff Tree. Press **START** to get to the Daily Schedule screen, where you can elect to simulate any game in the series (see Simulating Games on page 14).

Playoff Options are identical to those outlined in Season Options (page 14).

SKILLS MODE

This is a great chance to hone your skills in two important offensive areas:

Three Point The three point shootout is a competition to see who can hit the most three point shots within the chosen time limit.

Free Throw Practice your free throw shooting until you build up the consistency that means so much in the clutch.

PAUSE MODE

To pause the game at any time, press **START**. The Pause Menu will appear with these options:

Resume Play Get back to the action.

Time Out Only the player who paused the game can call a time out. When a time out is called, a full array of game options become available. These are covered separately under Dead Ball Options (see page 19).

Instant Replay View the exciting moments of play prior to pausing. Follow on-screen controls to adjust camera modes and control replay.

Camera Options Change the game camera to get the view you like best, including your very own custom Create A Cam!

Dead Ball Options When a time out is called, several "dead ball" options are available (see below).

Quit Game Leave the current contest and return to the main menu.

DEAD BALL OPTIONS

Options/Rules: Largely the same as the options available on the Main Menus, including mode, difficulty, audio, rules, controller configuration, etc.

Controller Setup: Switch team control.

Coach Playbook: Access your playbook. See page 7 for details.

View Injuries: See a comprehensive injury report.

Team Settings: Access Substitution, Player ID and Matchup options.

Substitution: Choose Auto or Manual substitution.

Player IDs: Choose how players are identified on-screen.

Press **C ▼ BUTTON** to access **Matchup**. Compare and change matchups between players on each team. Press the **A BUTTON** to select players and change matchups.

Substitution: Bring a player off the bench to rest a player who is tired, playing poorly, in foul trouble or a bad matchup with the opposing team's line up. Press **CONTROL PAD/STICK** **↑** or **↓** to scroll the current 5 players. View their stats by pressing **CONTROL PAD/STICK** **←** or **→**. Press the **A BUTTON** to select a player to swap out. This will activate the bench (lower menu) selection. Scroll to the player you wish to swap in and press the **A BUTTON**. The Players will be swapped.

Game Stats: Select to access a sub-menu of game stats, including Team Stats, Individual Stats and the ever popular Shot display, which lets you view where each player on each team is making and missing shots from!

Resume Play: Get back into the action, Jackson!

COACHING TIPS

- Practice your free throws!
- Take time to master the full range of plays available in your playbooks. A superior knowledge of situational plays can leave your opponent sucking wind as you taste sweet success.
- If you get a Rookie with a low player rating, hold on to him for a few seasons. He just might develop into the All-Star you've been waiting for.
- Take a trip to the library or visit the Web to learn more about basketball rules and history. You'll find an increased knowledge of the sport will increase your appreciation of NBA JAM 2000!

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