NUS-NWZE-USA

INSTRUCTION BOOKLET

NBA IN THE ZONE 2000

NEW YORK 23

EVERYONE
E
CONTENT RATED BY
ESRB

KONAMI

NINTENDO 64

Contents

The Nintendo N64® Controller

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and directions of its movement. This allows precision 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 top picture, 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 bottom picture, 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. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center[SM].

The Nintendo N64® Controller

HOLDING THE NINTENDO 64 CONTROLLER

We recommend that you use the hand positions shown at right. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B and C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of your controller.

Controller Pak®/ Rumble Pak®

Controller Pak

Connect Controller Paks (sold separately) for up to four players and select LOAD on the Set Up screen to read saved game data.

- Use the Controller Pak to save and load game data.
- Use the Controller Pak to exchange Player Edit data created on the Set Up screen.

Note: Please refer to the Controller Pak manual for directions on using the Controller Pak.

Creating Notes (Saved Files)

- Saving this game requires all 123 pages of the Controller Pak's storage capacity.
- When there is no note for this game in the Controller Pak, press Start on the Title screen to display the Create Note screen. Select YES to create a note (save a game) and confirm by pressing the A Button. If you select NO, no note will be created and game data will not be saved.

Controller Pak Menu

- With the Controller Pak connected to the controller, turn the Control Deck ON while pressing Start to display the Controller Pak menu of saved game data.
- To delete Controller Pak data, select the data to be erased and press the A Button to confirm. A confirmation dialog will appear. Select YES and press the A Button to delete data.

Controller Pak® / Rumble Pak®

Controller Pak Error Messages

Error Message	Explanation
Insufficient pages to create a new note.	Insufficient pages to create a new note. Though you may continue with the game, saving is no longer possible. Either delete all data currently stored in the Controller Pak, or connect a new Controller Pak.
Starting game without using backup data. To save data, switch off the power, connect a Controller Pak and restart the game.	A game is being started without the use of backup data. If data needs to be saved later, switch off the Control Deck and connect a Controller Pak (sold separately), then start the game anew.
No note available to delete.	There are no game notes. Either delete unnecessary notes or create a new note.
Cannot create note. Cannot load this file. The Controller Pak is malfunctioning.	Switch off the power and reconnect the Controller Pak correctly. If the message persists, the Controller Pak may be damaged. Either use another Controller Pak or refer to the manual accompanying the Controller Pak.

Rumble Pak

- This game is compatible with the Rumble Pak (sold separately). Connecting the Rumble Pak to the controller will cause the controller to vibrate when your player makes a slam dunk.

- When playing with the Controller Pak, begin the game with the Controller Pak connected to the controller and exchange the Controller Pak for the Rumble Pak according to screen instructions.

- When saving and loading data, switch from the Rumble Pak to the Controller Pak according to screen instructions.

Important: Do not disconnect the Rumble Pak during a game until instructed to do so.

Starting the Game

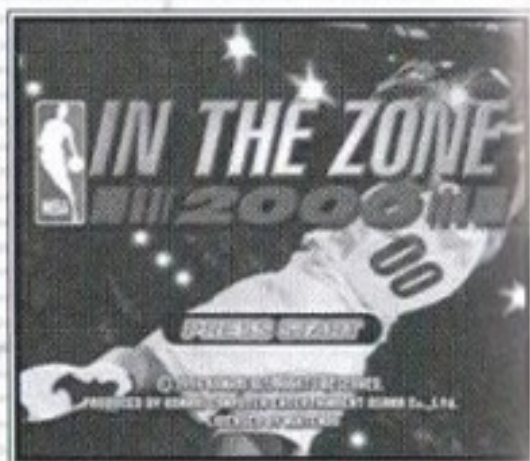**N64 system and controller**

Warning: Never insert or remove a Game Pak when the power is on!

1. Make sure the power is OFF on your N64®.

2. Insert the NBA: IN THE ZONE 2000 Game Pak into the slot on your N64. Press firmly to lock the Game Pak into place.

3. Make sure the controllers and the Controller Paks are properly connected. Controller sockets 1 through 4 are for the use of players on controllers 1 through 4 respectively.

Note: If you want to save games, insert the N64 Controller Pak into the controller before starting play.

4. Turn the POWER switch ON. Do not touch the Control Stick when switching the power on.

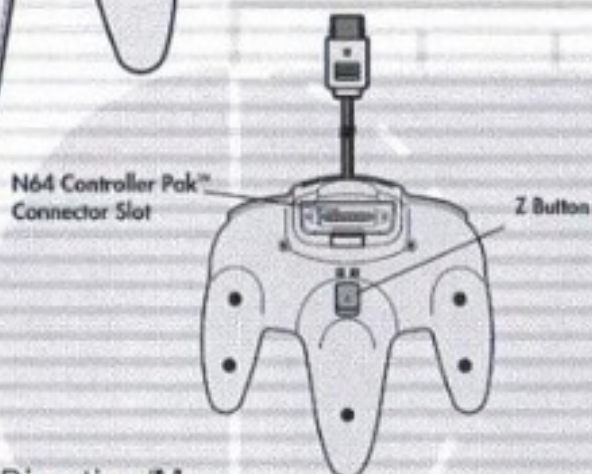5. At the Title screen, press START when prompted to begin NBA: IN THE ZONE 2000.

Note: When there is no note for this game in the Controller Pak, pushing Start displays the Create Note screen. Select YES to create a note and press the A Button. See pg. 4.

Controls

START

L Button

+ Control Pad

Control Stick

R Button

B Button

C Buttons

A Button

N64 Controller Pak™ Connector Slot
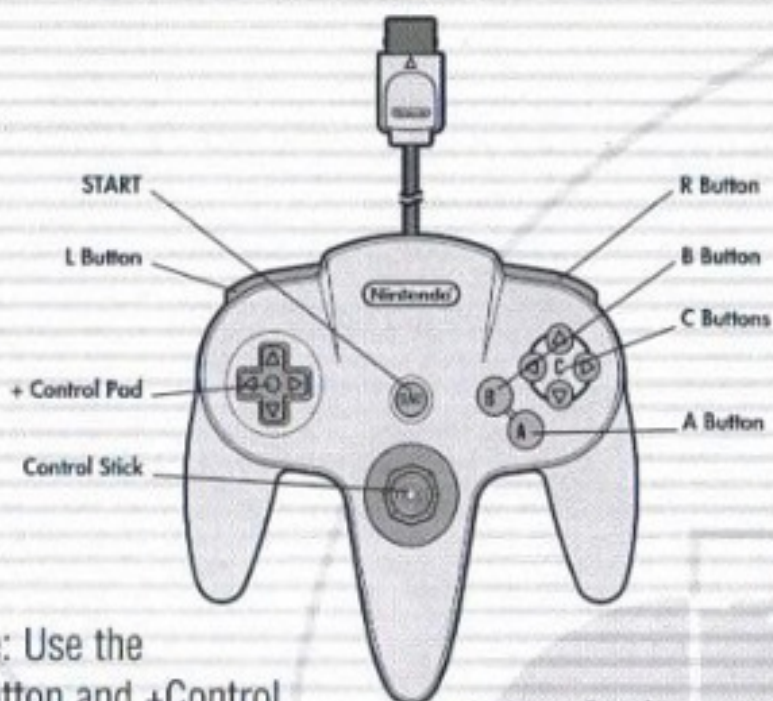
Z Button

Note: Use the L Button and +Control Pad during Formation Selection.

Offense

Control Stick	Direction/Move
Control Stick + Z Button	Drive
A Button	Pass
A Button + B Button	Jump pass
B Button	Shoot/Jump/Jump ball/Rebound catch
▲ C Button	Height keep
▼ C Button	Protect move
◄ C Button	Dribble change
Control Stick + ► C Button	Spin move
R Button	Switch player under control
R Button + C Button	Search pass (release C button)
	Screen (hold C button)

Controls

Defense

|	
Control Stick	Direction/Move
Control Stick + Z Button	Drive
A Button	Steal/Intercept
B Button	Block shot/Screen out/Jump ball/Rebound catch
◀ C Button	Pass cut
▼ C Button	Double team
R Button	Switch player under control

Shooting

When you release the B Button to shoot, the probability of success increases the closer to the goal and higher in position the ball is when you release the button. (The type of shot is determined by the position and circumstance in which you release the B Button.)

Hook shot	Direction of goal + B Button with back to goal
Fade-away	Direction opposite to goal + B Button
Clutch dunk	Press B Button again during dunk step.

Free Throw

Get in stance with the Control Stick ▼, and press the A Button to maneuver the power meter above the red line. Once the timing gauge is on the center line, release the Control Stick to throw the ball.

Power Meter

Time Gauge

Tip: The angle and force of the pull on the Control Stick does not affect the success of the throw.
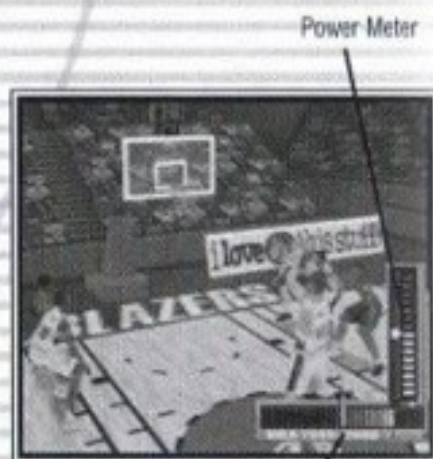
Controls

Instant Replay

Press Start during a game to display the Pause screen. Select INSTANT REPLAY on the Pause screen to play the move again. Use the controls to manage the replay.

A Button ....Replay
B Button ....Pause
► C Button ....Fast forward
◄ C Button ....Rewind
▲ C Button ....Frame-by-frame replay
▼ C Button ....Frame-by-frame reverse replay
L Button ....Change Camera View
+Control Pad ....Change window position/Turn display ON/OFF

Changing camera perspective and movement

Set Camera View to MANUAL with the L button, then use the controls to modify the camera position and perspective.
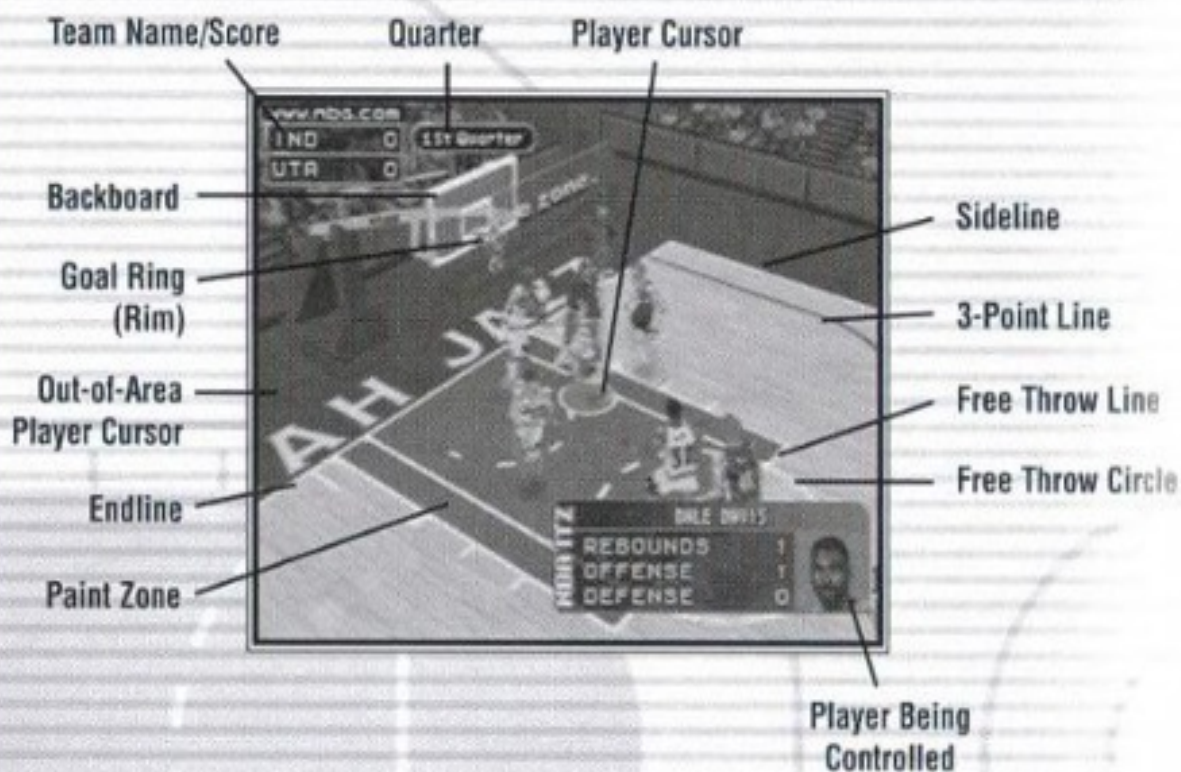
Position

Z Button + A Button/B Button ...Move camera altitude up/down
Z Button + ◄/► C Button ....Rotate around the axis set by the point of view
Z Button + ▲/▼ C Button ....Zoom in on the focal point

Perspective

R Button + ◄/► C Button ....Move point of view left/right

R Button + ▲/▼ C Button .....Move point of view up/ down

Game Screen

Team Name/Score

Quarter

Player Cursor

Backboard

Goal Ring
(Rim)

Out-of-Area
Player Cursor

Endline

Paint Zone

Sideline

3-Point Line

Free Throw Line

Free Throw Circle

Player Being
Controlled

Player Designations

C . . . . . .Center

PG . . . . .Point Guard

SG . . . . . Shooting Guard

SF . . . . .Small Forward

PF . . . . .Power Forward

The Basics

Rules

1. A match consists of four quarters of equal duration. Possible durations are 3, 5, 8 and 12 minutes.

   Note: The length of a quarter is configured in QTR. LENGTH in Options mode.

2. No ties are allowed. A tied score results in overtime play.

3. If the score is tied at the conclusion of the overtime period, further over time periods are added until the tie is broken.

Scoring

Points are awarded as follows: 3 points for shots landed from outside the 3-point line; 1 point for free throws resulting from opponent fouls; 2 points for all other shots.

Infractions

Roughly speaking, there two types of infractions: violations and fouls. In case of a violation, possession of the ball is transferred to the opponent in the form of a throw-in. A foul is treated differently depending on whether it is committed by the offense or defense.

Note: You can modify violations and fouls in RULES in Options mode.

Violations

Out of bounds	If the ball goes out of the court past the sidelines or the endlines, the match is resumed by a throw-in from the point at which the ball went out. Possession is given to the side that did not cause the ball to travel out of bounds.
Shot clock violation	If the offensive side fails to make a shot within 24 seconds, possession of the ball passes to the defensive side.

The Basics

10-second violation	If the offensive side fails to move the ball into the opponent's court within 10 seconds, possession of the ball passes to the defensive side.
5-second violation	If the offensive side fails to throw in to the court within 5 seconds, possession of the ball passes to the defensive side.
3-second violation	If an offensive player remains stationary on the paint of the court he is attacking for 3 seconds, possession is given to the defensive side.
Back court	If after moving the ball into the opponent's court, the offensive side returns the ball to its own court, possession of the ball is transferred to the defense.
Goal tending	Making contact with the ball on the descending path of an opponent's shot at a point higher than the basket is interpreted as a goal and results in the award of an appropriate score for the opponent.
Traveling	Leg movement beyond specified limits without dribbling the ball results in a transfer of possession.
FT penalty situations	Acquiring 5 team fouls results in the other team being awarded a free throw.

Fouls

In general, a foul committed by the defense during a shot results in the offensive side being granted a free throw. An offensive foul always results in a transfer of possession to the defense by throw-in. For fouls committed away from the ball, or at times other than during a shot, the match resumes with a transfer of possession by throw-in.

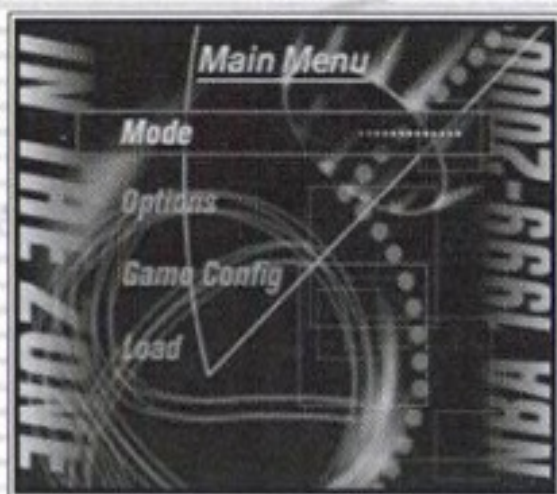|	
Foul out	Acquiring 6 personal fouls results in ejection from the game with no possibility of return.

Main Menu

When you press Start on the Title screen, the Main Menu appears. On this menu (and on all selection screens), use the selection controls:

Control Stick (or +Control Pad) Select item

A Button . . . . .Confirm/Proceed

B Button . . . . .Cancel/Go back

Mode

Choose a game mode, review stats and schedules and create and original player.

Main Menu

| Mode	Position	Players	Type of Play	Description
Exhibition		1 – 4	Competitive/ Cooperative	Select 2 teams from among 29 to play.
Season		1 – 4	Competitive/ Cooperative	Go for the NBA Championship by qualifying for the playoffs through a series of regular season matches.
Playoffs		1 – 4	Competitive/ Cooperative	Configure the number of matches, number of participating teams and team combinations, and play the playoff tournament.
All-Star		1 – 4		Freely configure participating team players and play an All-Star game.
3Point Shootout		1 – 4	Competitive	Take shots from the 3-point perimeter and compete for the higher score.
Dunk Contest		1 – 4	Competitive	Take dunk shots and compete on basis of technique.
Stats				Check stats (records and information on teams and players) for the '98-'99 season.
Schedule				Check the schedule for the '99-2000 season.
Player Edit				Freely configure player style and type to create an original player.

Main Menu

Options

Configure game settings, rule settings and other options settings related to the game.

Qtr. Length	Configure the length of a quarter to 3/5/6/12 minutes. One match consists of four quarters.
Level	Select one of four difficulty four levels.
Stamina	Set players' fatigue capacity during a match to ON/OFF. Stamina is recovered when a match ends.
Time Out Limit	Set the number limit on time outs to YES/NO.
Replay	Turn the replay display during a match ON/OFF.
Player Display	Set player identification display during a match to NAME, NUMBER, POSITION or NONE.
Camera Option	Set point of view during a match.
Rules	Configure in-match rule settings.
Exit	Return to the Main Menu.
Reset	Revert to default settings.
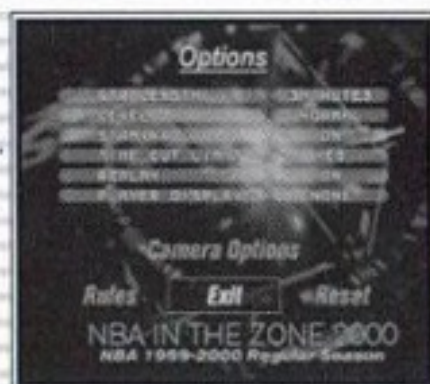
Main Menu

Game Config

Configure button controls, sound and announcements.

|	
Button Controls	Modify controller button configuration.
Sound-Out	Modify in-game sound.
Announce	Set in-game announcements ON/OFF.
Reset	Revert to default settings.

Load

Load match data from Playoffs and Season, stats data from Season, and Options and Game Config data saved on the Controller Pak.

Select DATA 1 or DATA 2 to load and confirm with the A Button.

Note: Data loading cannot be performed when the Controller Pak contains no notes on this game or when "Starting game without using backup data" has been selected. See pg. 4.
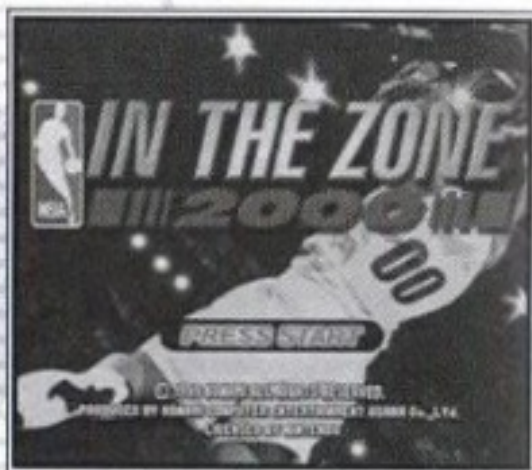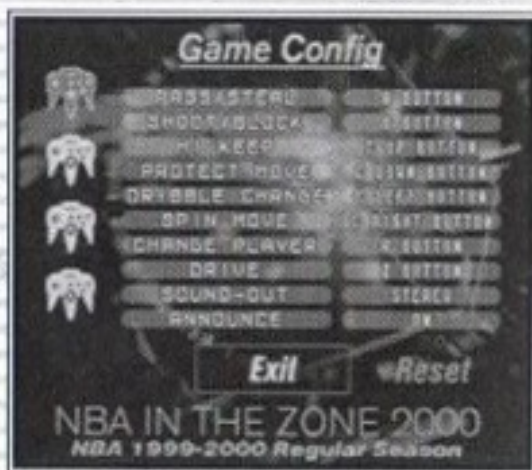
Game Modes

Exhibition/All Star

1. Select the participating teams. Select HOME or AWAY with the Control Stick (+Control Pad) ←/→, select the two competing teams with the Control Stick (+Control Pad) ↑/↓ and confirm with the A Button.

2. Configure the Edit setting of a team in the Set Up screen, select O.K. and confirm.

3. Modify the formation assigned to the +Control Pad in the Formation Select screen.

4. Select O.K. and confirm to start the match.
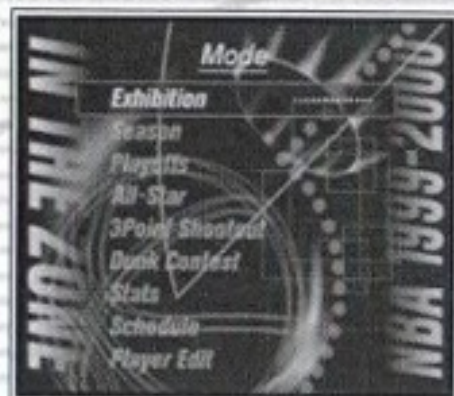
Season

Go for the NBA Championship in the playoff tournament after surviving a series of direct-elimination matches.
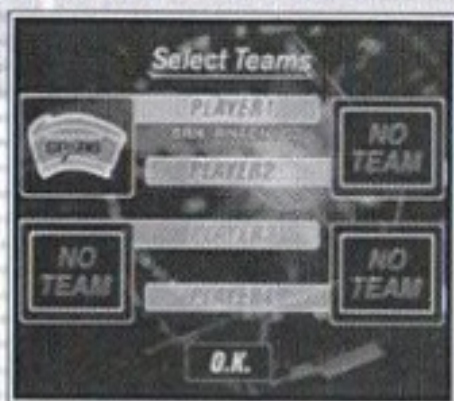
1. Configure the Season Length, Playoffs Length, and Trade Deadline, select O.K. and confirm with the A Button.

   Note: Turn the Trade Deadline ON to configure trade deadline.

2. Select a team with the Control Stick (+Control Pad) ←/→, and confirm with the A Button.

Game Modes

3. Confirm the season schedule and run simulations.

User Team Schedule: Display the match schedule for the user team alone.

All Team Schedule: Display the match schedule for all NBA teams.

Schedule   Display the schedule for the team selected.

Stats	Display the stats data for both the current season and the '98-'99 season.
Simulate	Simulate a match based on the stats data and generates an outcome.
Reset	Skip to the oldest unplayed match schedule for the team selected.
O.K.	Proceed to the Set Up screen.
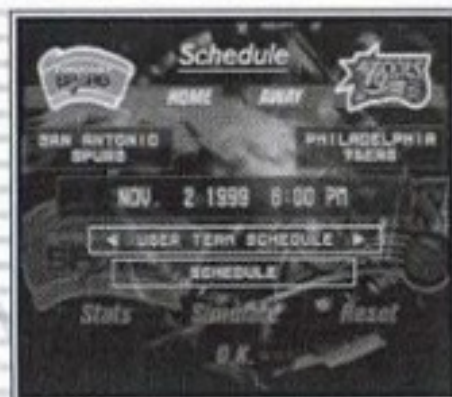
4. Configure the Edit setting of a team in the Set Up screen, select O.K. and confirm.

5. Modify the formation assigned to the +Control Pad in the Formation Select screen.

6. Select O.K. and confirm to start the match.

Game Modes

Playoffs

Configure the number of matches, number of participating teams and team combinations, and play the playoff tournament.

1. Configure the Number of Participating Teams and Series Length and select O.K.

2. Select a team with the Control Stick (+Control Pad) ←/→ , and confirm with the A Button. Select O.K. and confirm.

3. A ranking list and tournament chart will be displayed for West and East respectively, and teams can be freely switched around.

Simulate	Simulate a match based on the stats data and generate an outcome.
O.K.	Proceed to the Set Up screen.
Stats	Display the stats data for both the current season and the '98-'99 season.

4. Configure the Edit setting of a team in the Set Up screen. Select O.K. and confirm.

5. Modify the formation assigned to the +Control Pad in the Formation Select screen.

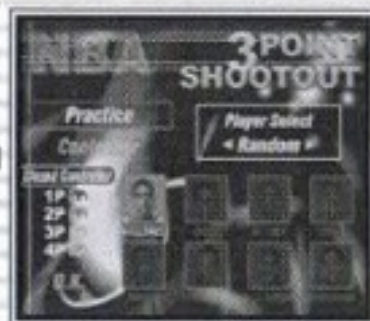6. Select O.K. and confirm to start the match.

Game Modes

3Point Shootout

Take 25 shots from five spots on the 3-point perimeter and compete for the higher score within a specified time limit.

1. Select the mode with the Control Stick (+Control Pad) ⬅/➡, and confirm with the A Button.

Practice	Single person play mode (1 round).
Exhibition	2-player competition mode (1 round).
Tournament	8-player elimination tournament mode (high ranking players proceed to the next round).

2. For Player Select, designate participating players as RANDOM or CUSTOM.

3. Select CONTROLLER, select the participating users and the players under their control, and confirm with the A Button.

4. Select O.K. and confirm to start the game.

3Point Shootout Rules

Every goal made scores 1 point. In addition, scoring the last ball of each rack nets 2 bonus points. The maximum score is 30 points. The player with the high score wins.

3Point Shootout Controls

The precision of the shot is determined by the tilt of the Control Stick and the timing of the ball's release.

Take a ball from the rack	A Button
Shoot	Time the shot with the Control Stick ⬇. Judge the highest point of the arc, then release the Control Stick to make the shot.
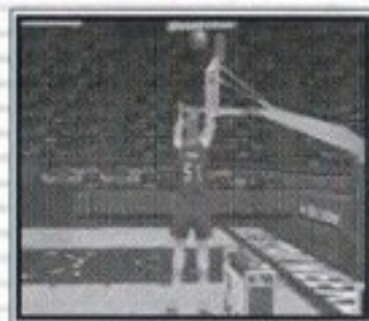
Game Modes

Dunk Contest

Make dunk shots while exhibiting different techniques and competing for difficulty of techniques and level of perfection.

Configure participating players with the Control Stick (+Control Pad)↑/↓, and set the camera's point of view with ←/→.
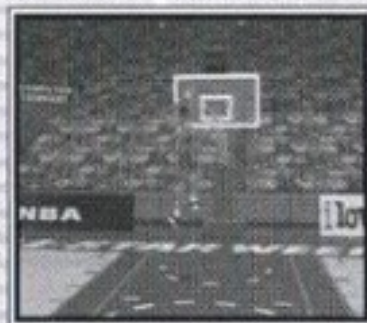
None	Do not participate.
Select	Change players.
O.K.	Start game.

Dunk Contest Rules

Timing and difficulty of the technique and the success of the dunk determine the score. The player with the high score wins. Three or more players take turns in order, and the player with the highest score in two turns wins.

Dunk Contest Controls

A Button	Running start
B Button	Jump and automatically dunk
◄/► C Button	Throw ball upward during running start
▼ C Button	Throw ball downward during running start
Control Stick	Launch different techniques according to circumstances
Z (R) trigger Button	Change camera viewpoint

Game Modes

Dunk Contest Techniques

90 Degree Rotating Dunk	1/4 turn of the Control Stick immediately before the jump.
Back Dunk	1/2 turn of the Control Stick immediately before the jump.
Rotating Dunk	1 full turn of the Control Stick immediately before the jump.
Through Leg	1/2 turn of the Control Stick during the jump.
Clutch	Control Stick ↑/↓ during the jump.
Power Dunk	Control Stick ←/→ during the jump.
Windmill	1 full turn of the Control Stick during the jump.
One-Handed Dunk	Control Stick ←/→ then B button during the run-up.
Back Jump	1/2 rotation of the Control Stick then B button during the run-up.
Back Change	Control Stick ←/→ ←/→ then B button during the run-up.
Power Pause Dunk	Control Stick ↑↑ during the jump.
Clutch Dunk	Control Stick (+Control Pad)↑/↓ during the jump.

Combo Moves

Back Jump + Clutch Dunk

1. Tap the A Button repeatedly to do a run up, then input the Back Jump command.

2. Input the Clutch Dunk command.

3. Your player dunks the ball.

Game Modes

Mid-Air Catch + Power Pause Dunk

1. Press the ◀/▶ C Button to throw the ball.

2. Tap the A Button repeatedly to do a run up, then press the B Button to jump up toward the ball.

3. Catch the ball in mid-air, then input the Power Pause Dunk command.

4. Your player dunks the ball.

Stats

Check stats (records and information on teams and players) for the '98-'99 season.

Team Select	View team stats.
Player Stats	View player stats.
Team Info	View data on all 29 teams.
Standings	View the ranking of all 29 teams.
Leaders	View different ranking data on players.
Exit	Return to the Mode Menu.

Schedule

Check the schedule for the '99-2000 season.

Team Selection	Select a team with the Control Stick (+Control pad) ← →
User Team Schedule	Display the match schedule for the user team.
All team Schedule	Display the match schedule for all NBA teams.
Schedule	Display the schedule for the selected team.
O.K.	Return to the Mode Menu.

Game Modes

Player Edit

Freely configure player type, style and skill parameter to create an original player. The player created is stored in F.A. in the Set Up screen. (Please refer to F.A. in the Set Up screen for instructions on registering edit players to teams.)

1. Select EDIT and confirm with the A Button.

2. Configure items in the Edit screen.

   - Select items with the Control Stick (+Control pad) ↑/↓ and modify settings with ←/→.

   - Confirm the respective input screens for NAME, BANDAGE, and ABILITIES with the A Button.

   - Switch uniforms with the L and R Buttons. (Uniforms have no relationship to actual team placement.)

3. In ABILITIES, set each skill parameter to 0-100. Items marked with % in the left corner allow more detailed configuration with the ◄ C Button. Return to the previous screen with ► C Button.

4. Select O.K. after completing setup and confirm.

5. Save edit players through SAVE in the Set Up screen.

Loading and Deleting Edit Players

1. Select LOAD in the Edit screen and confirm with the A Button.

2. The Load screen is displayed. Select LOAD or DELETE and confirm. Select the player to load or delete and confirm.

3. Select YES or NO and confirm.

4. Return to the Edit screen with the B Button.

SET UP

In the Set Up screen preceding an Exhibition, Season or Playoffs match, you can conduct ORDER, TRADE, F.A. and CANCEL REGISTRATION of players. Once all setup is complete, select O.K. to proceed to the Formation Selection screen.

In All-Star mode, F.A., SAVE and LOAD cannot be conducted, there is no TRADE and player replacement is conducted in Member.

Note: Data configured in the Set Up screen (with the exception of All-Star mode data) can be saved with SAVE.

Order

Reorder your team line-up (change the standing members).

Select the player to switch from the player list and confirm with the A Button. Select the player to switch with and confirm. Players will switch.

- CPU teams can be selected with the Control Stick (+Control Pad) ←/→.

- View detailed data on players with the Z Button.

- Display the Number Input screen and change numbers with the R Button.

Cancel registration

A player's registration with a team can be canceled; the player can subsequently re-register in F.A..

Select the player whose registration is to be canceled from the player list and confirm with the A Button. Select REMOVE at the end of the player list and confirm. The player's registration with the team is now canceled.

Set Up

Trade

Trade players from other teams.

Select the player to trade from the player list and confirm with the A Button. Select the team and player to trade with and confirm. Select O.K. to display the Number Input screen. Select a number from 0 to 99 or 00 to 09 and confirm.

- CPU teams can be selected with the Control Stick (+Control Pad)←/→.

- View detailed data on players with the Z Button.

- Display the Number Input screen and change numbers with the R Button. (Numbers already in use cannot be selected.)

F.A. (Free Agents)

Register players whose team registration was canceled or who were created in Player Edit.

Select F.A.1 or F.A.2 and confirm with the A Button. Select the player to register and confirm. The Number Input screen will be displayed. Select a number from 0 to 99 or 00 to 09 and confirm with the A Button.

* Up to 15 players can be registered with a team. Registration is not possible when there are no vacancies in the player list. Cancel existing registration and create a vacancy in order to register new players.

- CPU teams can be selected with the Control Stick (+Control Pad) ←/→.

- View detailed data on players with the Z Button.

- Display the Number Input screen and change numbers with the R Button. (Numbers already in use cannot be selected.)

Set Up

Save/Load

Save and load Order, Trade and F.A. configured in the Set Up screen and player data created in Player Edit. Select YES or NO and confirm with the A Button.

Note: Data loading cannot be performed when the Controller Pak contains no notes on this game or when "Starting game without using backup data" has been selected.

Format Selection

Modify the offense formation. Where different teams have been selected by multiple users, setup will be conducted first for Home, then for Away.


1. Select the button to change with the Control Stick (+Control Pad)↑/↓and make changes with ←/→. Use the L Button/R Button to toggle multiple pages.

2. If a team with 2nd Road Uniform is chosen as the Away team, the Uniform Select window will be displayed and you can choose a uniform.

3. Once changes are complete, select O.K. and confirm with the A Button.

Pause Menu

Press Start during a match to display the Pause Menu. From this menu you can modify match configurations and take time out. Press Start again, or select EXIT and confirm with the A Button to resume the match.
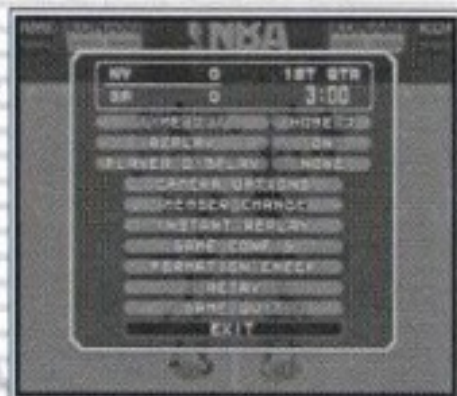
Time Out

Replacement of players may take place when the user's team has possession of the ball. Both teams may take 7 timeouts during the regular playing period, but only 4 timeouts are permitted during the 4th quarter. Once the match enters overtime, a total of 3 timeouts may be taken regardless of the number of time outs remaining up to that point. The number of timeouts remaining is displayed next to the timeout.

Note: You can modify the number of allowable timeouts in Time Out Limit in Option mode.

Replacing Players

1. Select a player to replace from among the 5 currently in play, and confirm with the A Button.

2. Select a replacement player and confirm with the A Button. Player change will take place.

Pause Menu

Other Pause Options

Replay	Set the Replay display during match to ON/OFF.
Player Display	Set the player identification display during match to NAME, NUMBER, POSITION or NONE.
Camera Options	Adjust the camera's point of view during match.
Member Change	Substitute players during fouls and free throws.
Instant Replay	Replay moments during match.
Game Config	Configure button controls, sound, announcements and formation.
Formation Check	Confirm controller button assignments.
Retry	Play the match again.
Game Quit	Quit the match.
Exit	Return to the match.